# JSIMS Workstation B2 LCA Functionality

This version contains:

- NEW • Functional descriptions of interfaces
- NEW • Added DA Screens (Maritime and Land)
- • Additional user interfaces supporting the tools
- • Second tier GUI's including verification dialogs have been included.
- • Actual Data in GUI's and icons are now provided

8/29/99
updated

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# Briefing Purpose

- Respond to LCA Forum Action Items:
  - (1) " provide the JSIMS User Community a more comprehensive view of JSIMS Alliance B2 LCA functionality"
    - Initial presentation at JWFC 8 Dec 99
    - Follow-on presentations as determined by LCA Forum/ULF reps
  - (2) "Continue to refine evolving JSIMS LCA functionality product documentation, to include DA extension products and descriptions"
    - posted at LCA Forum website @ URL: http://www.jsims.com/sdt/lca

# JSIMS Life Cycle Applications & Tools

- Pre-Exercise
  - Exercise Planning Application
    - MSEL Planning Tool (Post-IOC)
  - Exercise Composition Application
    - Task Organization Tool
    - Force Laydown Tool
    - Simulation Composition Tool (B3)
    - Data Collection Configuration Tool
    - Query Specification Tool

# JSIMS Life Cycle Applications & Tools

- Pre-Exercise
- Exercise Composition Application (cont'd)
  - Report Specification Tool
  - Scenario Setup Tool
    - Battlespace Map/2D display
  - Environment Management Tool (B3) ** also in Ex Control App
  - Infrastructure Management Tool (B3) ** also in Tech Control App
  - JSIMS Scenario Analysis Tool (B3)

# JSIMS Life Cycle Applications & Tools

- Exercise Execution

(Core in B3 / Maritime Extension in B2)

- Exercise Control Application(B3)
  - This will consist of  a combination of Tools to provide required functionality for user acting as Exercise Controller, Unit Controller, Role Player
  - Majority of DA Extensions should be located under this Application

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# Life Cycle Applications & Tools

- Exercise Execution

(Core in B3 / Maritime Extension in B2)

- Technical Control Application
  - Simulation Control Tool
  - Save Simulation Management Tool (B3)
  - Checkpoint Management Tool (B2a)
  - HLA Federation Management Tool (B3)
  - Monitor Simulation Status Tool (B3)
  - Infrastructure Management Tool (B3) ** also in Composition App
  - Technical Reports Tool (B3+)

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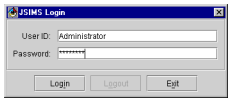
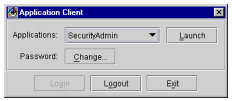
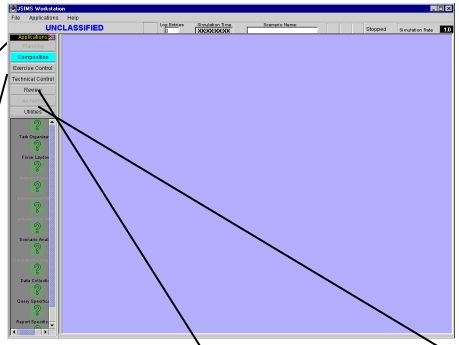
# Life Cycle Applications & Tools

- Post - Exercise
  - Exercise Review Application
    - Report & Briefing Tool
    - Command Log Retrieval Tool
    - Query Request Tool
    - Analysis Management Tool (B3)
    - Exercise Playback Tool (B3)
  - Archiving Application
  - Utilities Application
    - File Retrieval Tool
    - File Save Tool

JSIMS User Logs-in and "launches" LCA Desktop
(System Admin Tool)




# LCA Desktop: B2 Life Cycle Applications & Tools

**APPS**

Composition

Technical Control

Review

Utilities

**TOOLS**

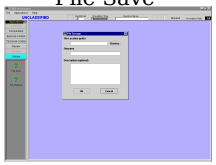
Task Organization

Scenario Setup

Simulation Control

Reports and Briefing

File Save



Force Laydown

Query Specification

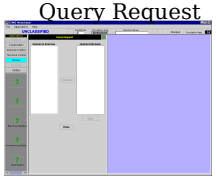
Command Log Retrieval

File Retrieval

Data Collection

Report Specification

Query Request



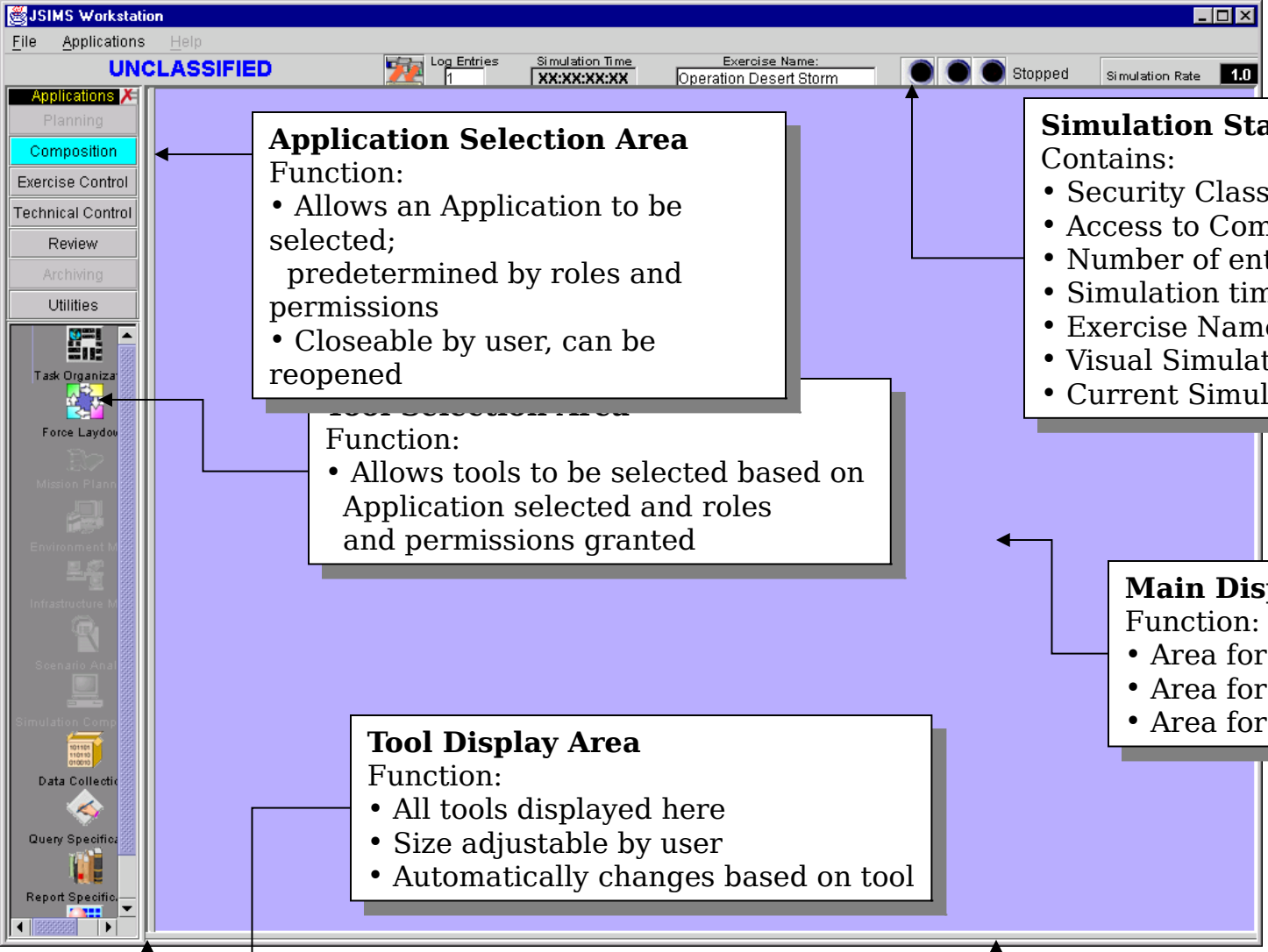
Battlespace map

## GUI navigation

Slide does not show 2-tier GUI's
(Click on a screen to take you to that area)

DA Extensions
Click Here

8/29/99
updated




**Application Selection Area**
Function:
- Allows an Application to be selected;
  predetermined by roles and permissions
- Closeable by user, can be reopened

**Simulation Status Panel**
Contains:
- Security Classification
- Access to Command History Log
- Number of entries in Command History Log
- Simulation time in Days: Hours: Minutes: S
- Exercise Name
- Visual Simulation State (Stop light)
- Current Simulation rate

Function:
- Allows tools to be selected based on Application selected and roles and permissions granted

**Main Display Area**
Function:
- Area for displaying map
- Area for displaying Simulation Contro
- Area for all tool dialog user screens

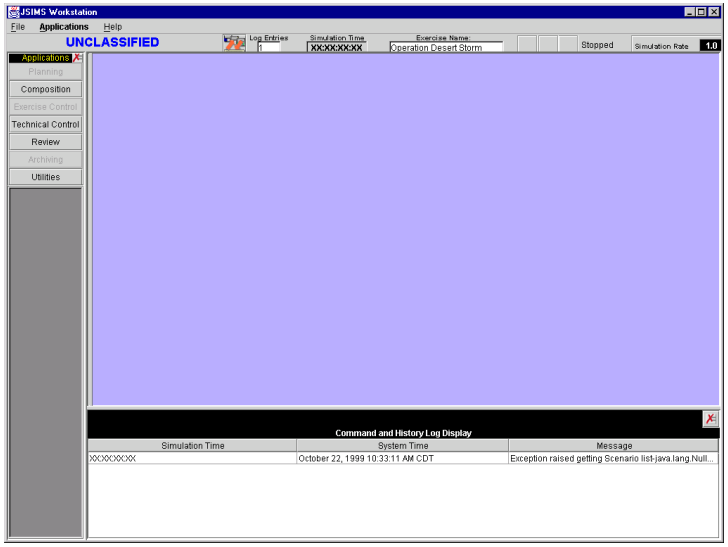
**Tool Display Area**
Function:
- All tools displayed here
- Size adjustable by user
- Automatically changes based on tool

# Key areas of JSIMS LCA Desktop

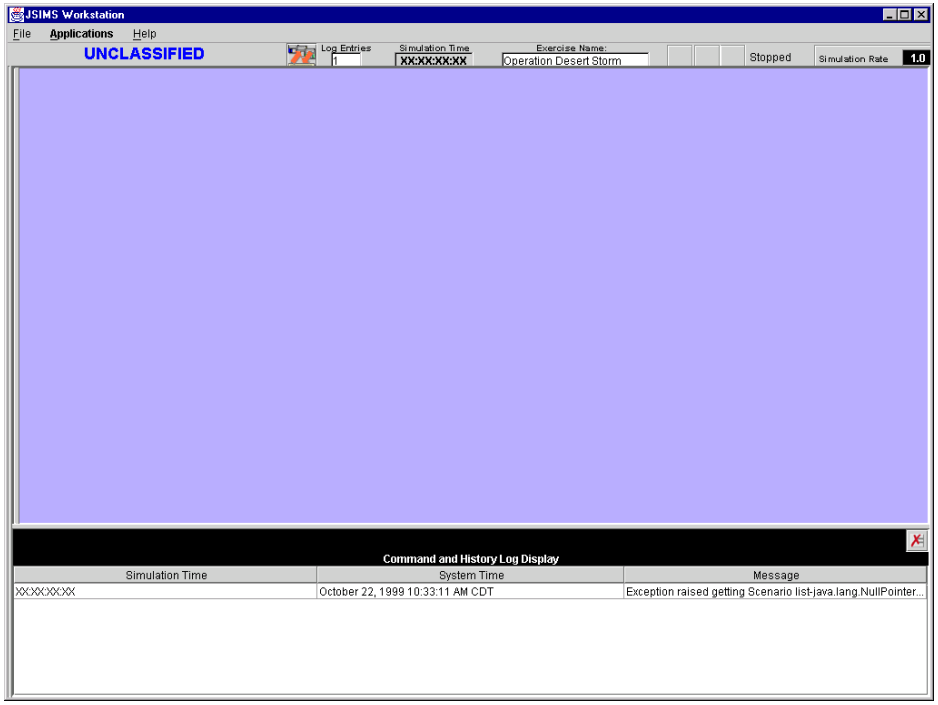
Invoked by:
JSIMS Login Screen (with Permission)

**Command History Log Display Area**
Function:
- Displays and stores commands performed at this workstation
- Displays and stores error conditions
- Stores real and simulation time
- Re-sizeable by user

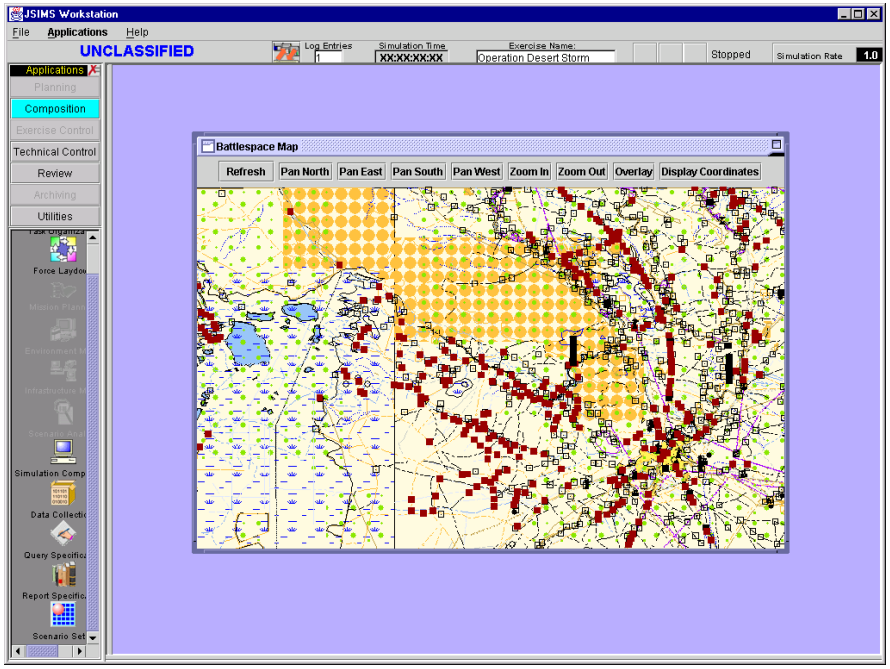
8/29/99
updated



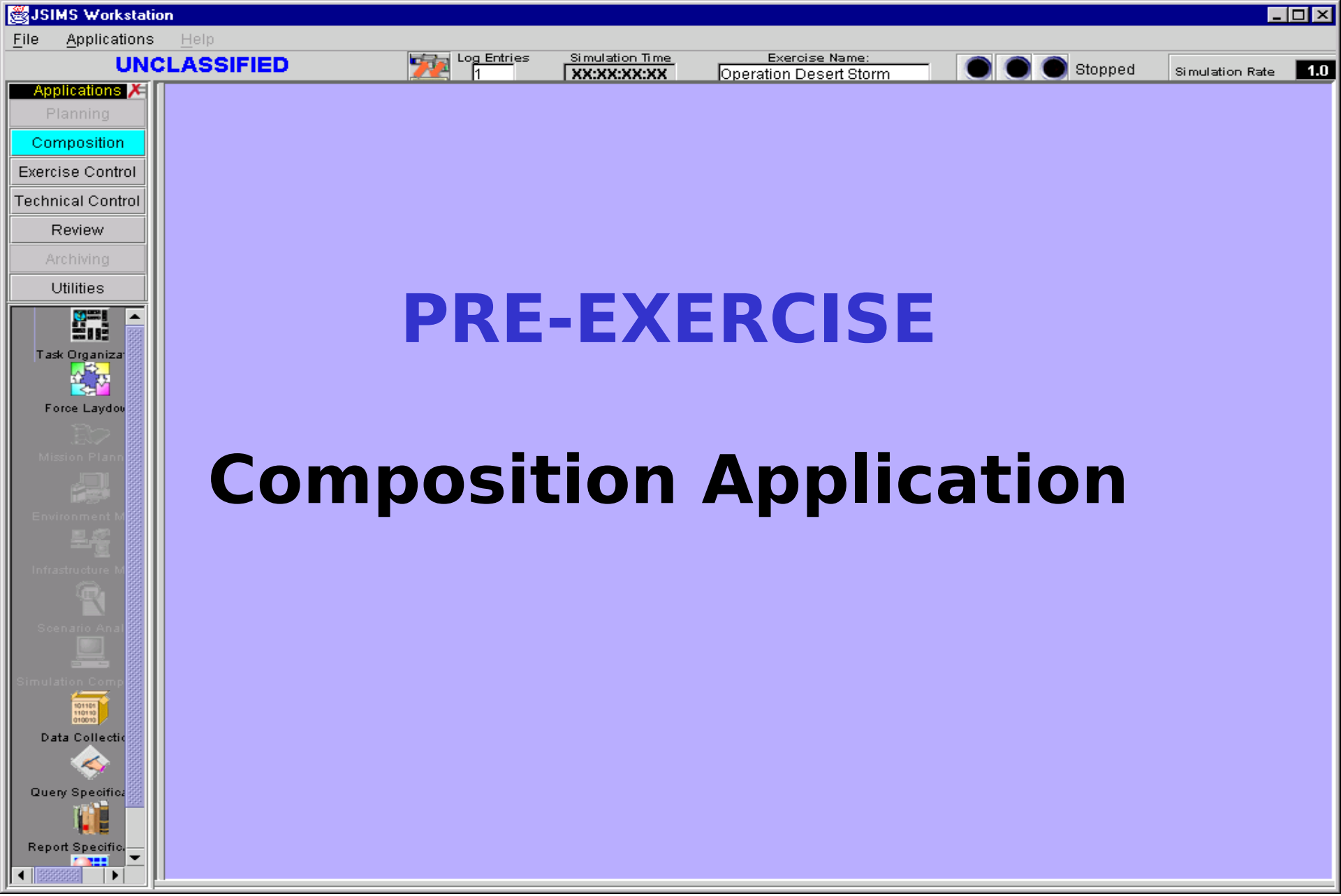

Command and History log w/ Application buttons showing

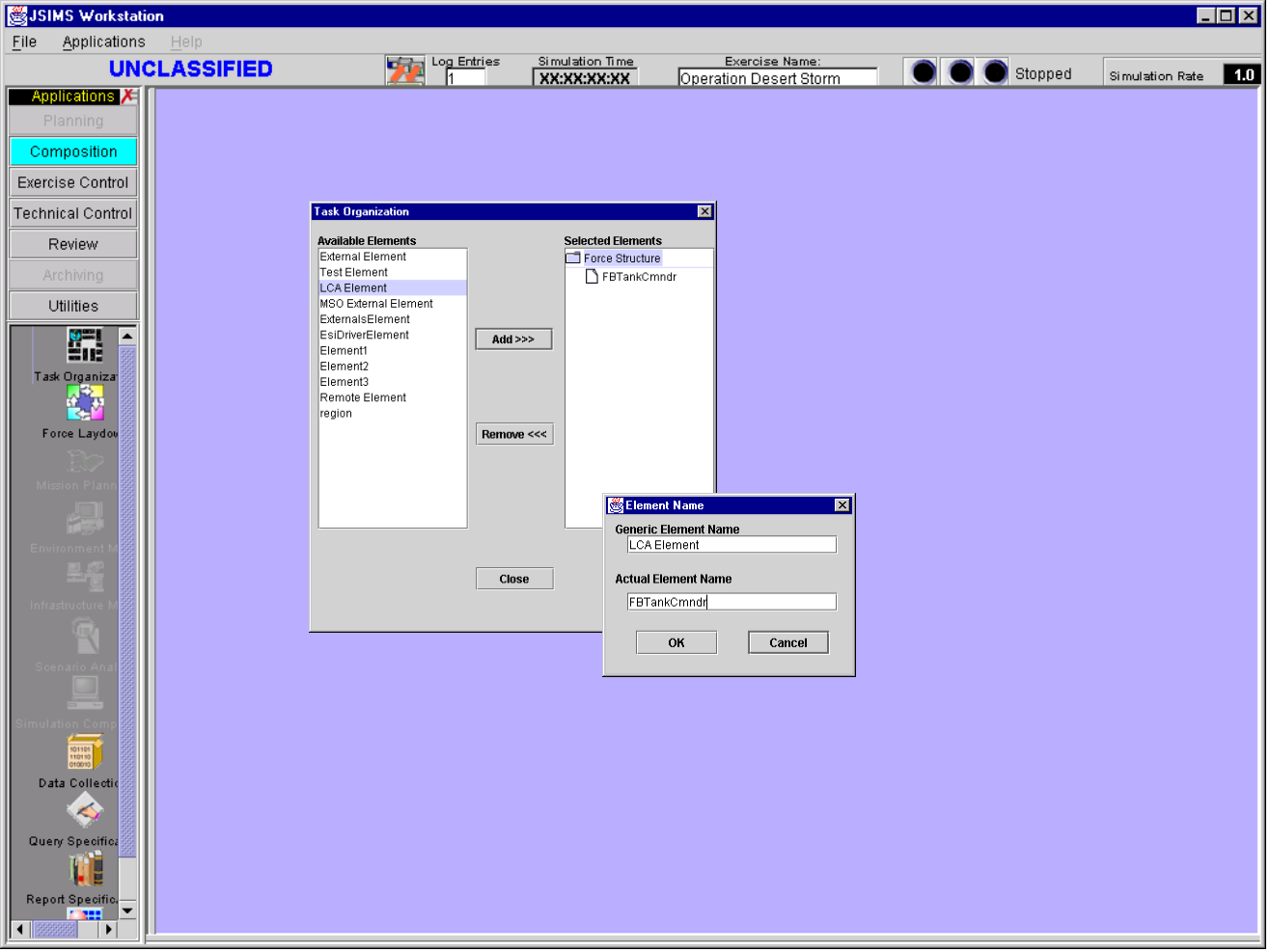



Command and History log w/o Application buttons showing




Different views of the Main desktop


JSIMS Workstation
File
Applications
Help
UNCLASSIFIED
Log Entries
1
Simulation Time
XX:XX:XX:XX
Exercise Name:
Operation Desert Storm
Stopped
Simulation Rate
1.0
Applications
Planning
Composition
Exercise Control
Technical Control
Review
Archiving
Utilities
Task Organiza
Force Laydow
Mission Plann
Environment M
Infrastructure M
Scenario Anal
Simulation Comp
Data Collecti
Query Specifica
Report Specifica
PRE-EXERCISE
Composition Application




# Task Organization:

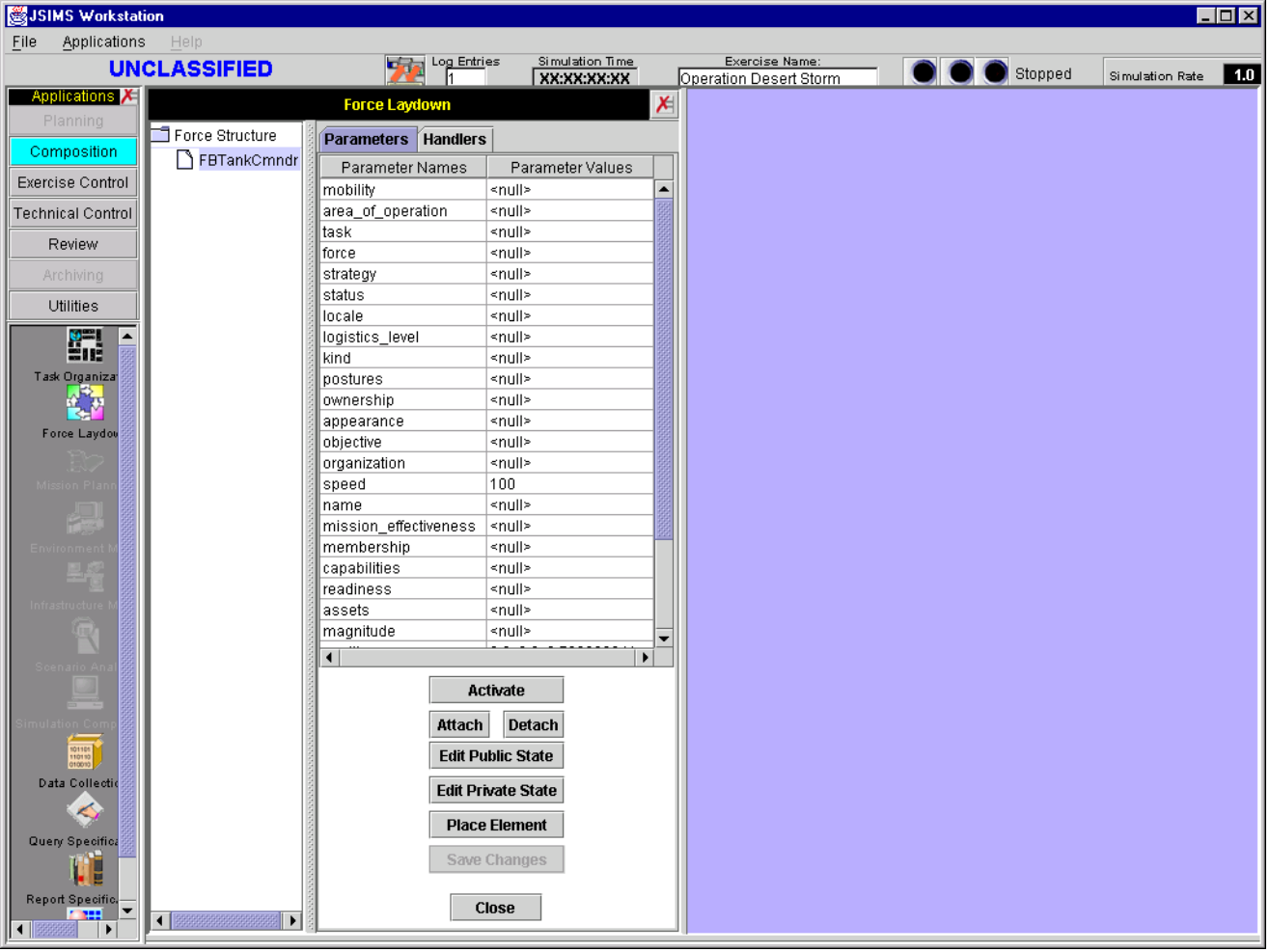
This dialog is displayed when an element is selected (clicked on) and the Add button is depressed. This allows the user to assign an actual name to the generic element.

Once the Ok button is depressed, the element will be shown in the Selected Elements list, and will be ready to use in the exercise.

Application: Composition
Tool: Task Organization

Use Cases:
•UCCI003006_EventOperatorSpecifiesScenario Units

8/29/99 updated




## Force Laydown:

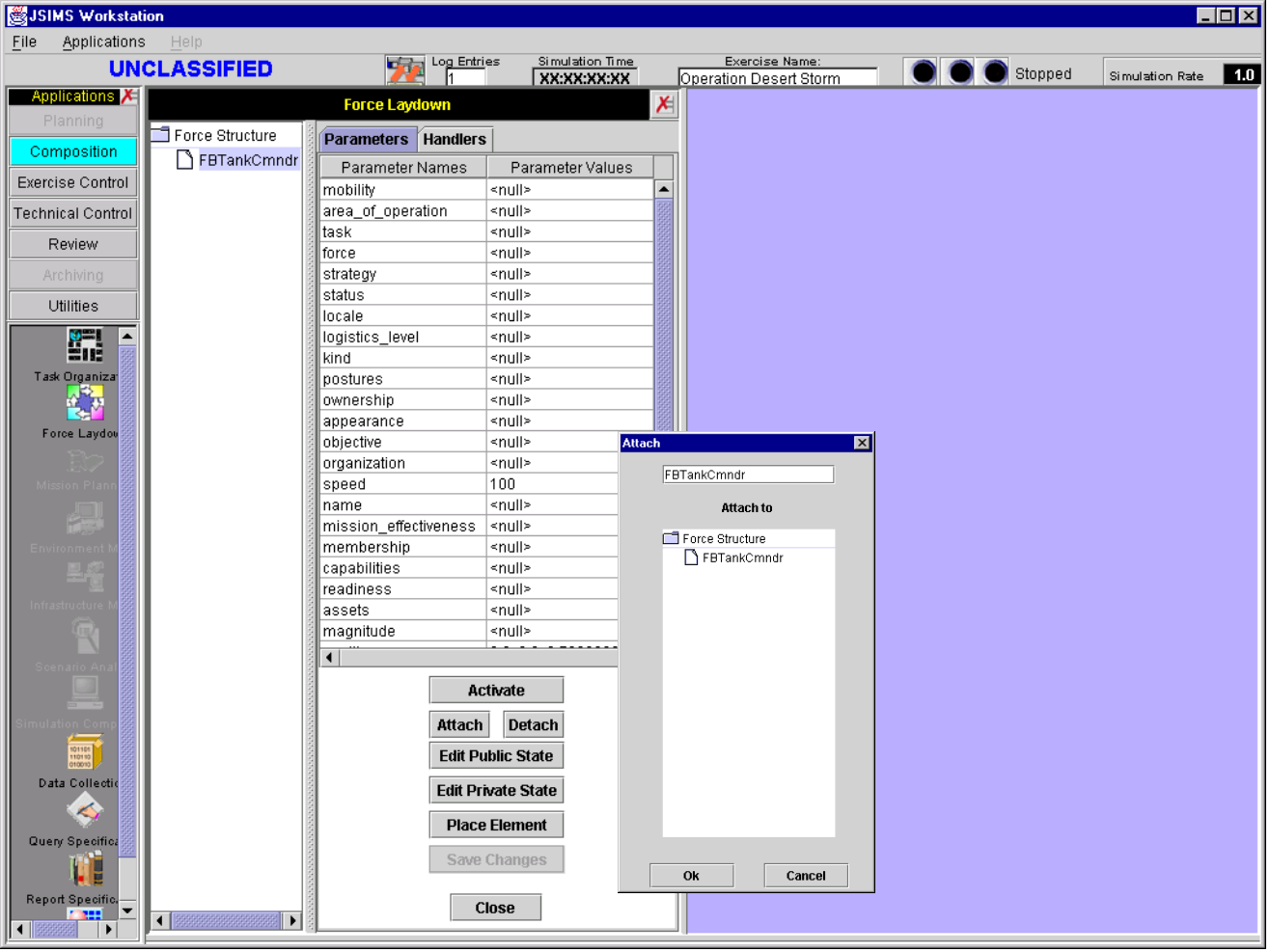
Used during the pre-exercise and exercise execution (ex-ex) activities, the Force Laydown tool provides the user the ability to:

- Assign / modify element parameters
- Placement of element(s) on the map
- Activate / Deactivate element(s)
- Monitor element values

Application: Composition
Tool: Force Laydown

Use Cases:
•UCCI003008_EventOperatorAssignsUnitParameters
•UCCI003009_EventOperatorModifiesUnitParameters
•UCCI003010_EventOperatorSetsUnitParametersForExerciseStart
•UCCI003011_EventOperatorMonitorsUnitState
•UCCI003019_LCAPopulates2DDisplay
•UCCI003020_LCAUpdates2DDisplayContents
•UCCI003071_2DDisplayDisplaysInteractions

8/29/99 updated




## Force Laydown:

Used during the pre-exercise and ex-ex activities, the Force Laydown Attach/Detach tools provides the user the ability to modify the ownership and membership parameters (for B2) of an element. This will be expanded on in B3.

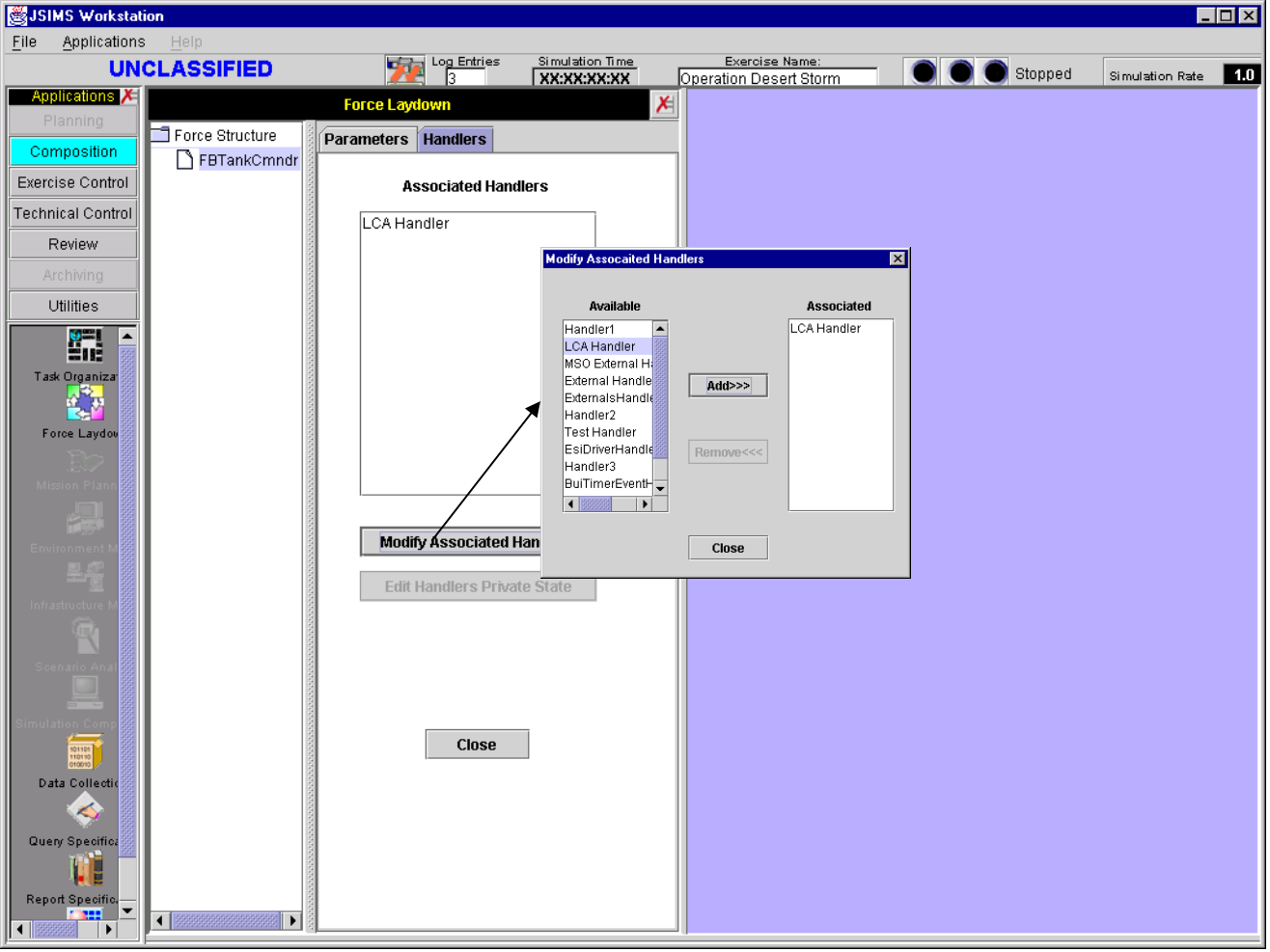
Application: Composition

Tool: Force Laydown - Attach

Use Cases:

- UCCI003008_EventOperatorAssignsUnitParameters
- UCCI003009_EventOperatorModifiesUnitParameters
- UCCI003010_EventOperatorSetsUnitParametersForExerciseStart
- UCCI003011_EventOperatorMonitorsUnitState
- UCCI003019_LCAPopulates2DDisplay
- UCCI003020_LCAUpdates2DDisplayContents
- UCCI003071_2DDisplayDisplaysInteractions

8/29/99 updated




## Force Laydown:

Used during the pre-exercise and ex-ex activities, the Force Laydown Modify Handler tool provides the user the ability to add or remove handlers associated with an element.

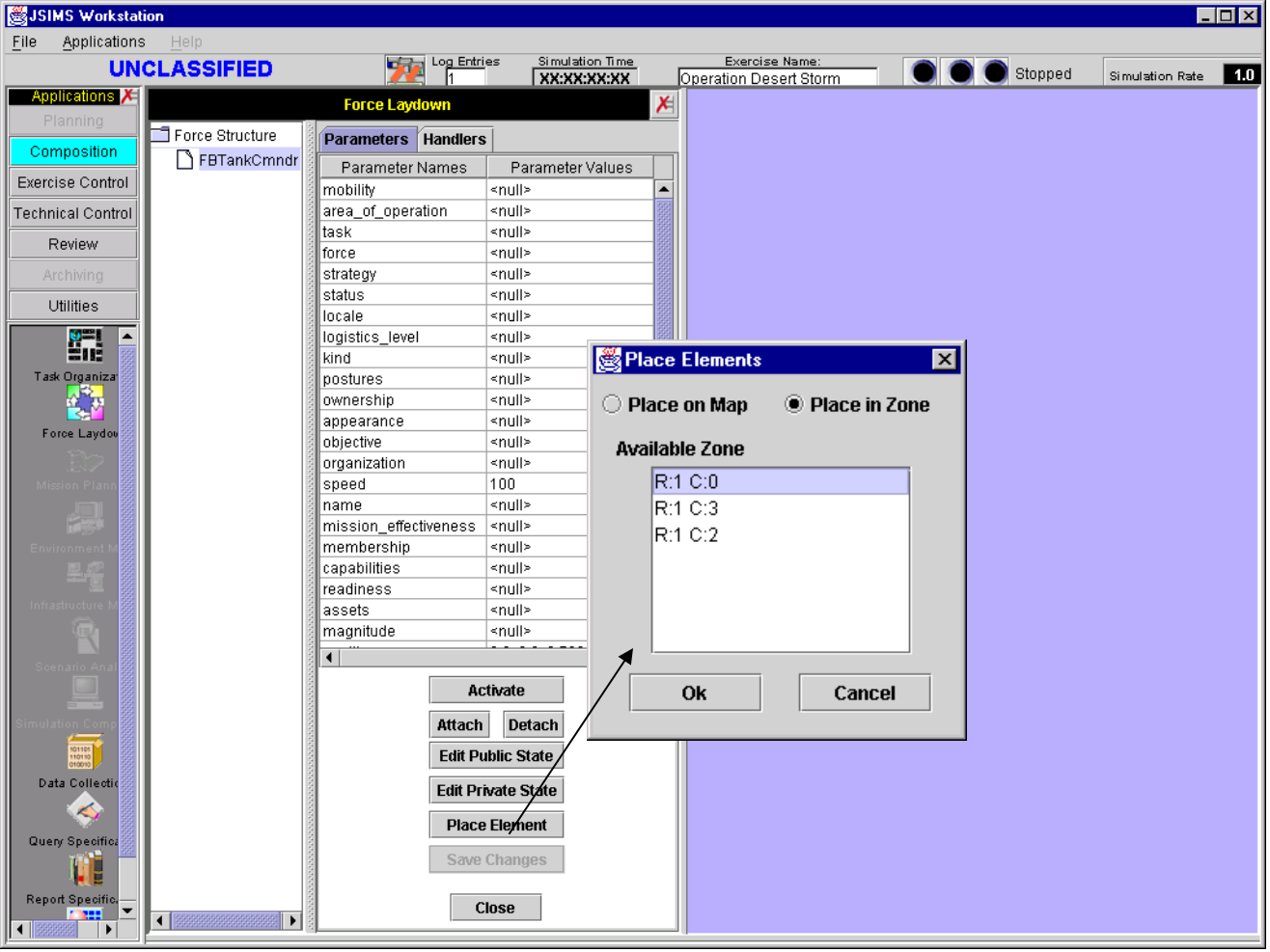
Application: Composition

Tool: Force Laydown - Modify Handlers

Use Cases:

- UCCI003008_EventOperatorAssignsUnitParameters
- UCCI003009_EventOperatorModifiesUnitParameters
- UCCI003010_EventOperatorSetsUnitParametersForExerciseStart
- UCCI003011_EventOperatorMonitorsUnitState
- UCCI003019_LCAPopulates2DDisplay
- UCCI003020_LCAUpdates2DDisplayContents
- UCCI003071_2DDisplayDisplaysInteractions

8/29/99 updated




## Force Laydown:

Used during the pre-exercise and ex-ex activities, the Force Laydown Place Element tool provides the user the ability to place the element either on the battlespace map or in a zone area.

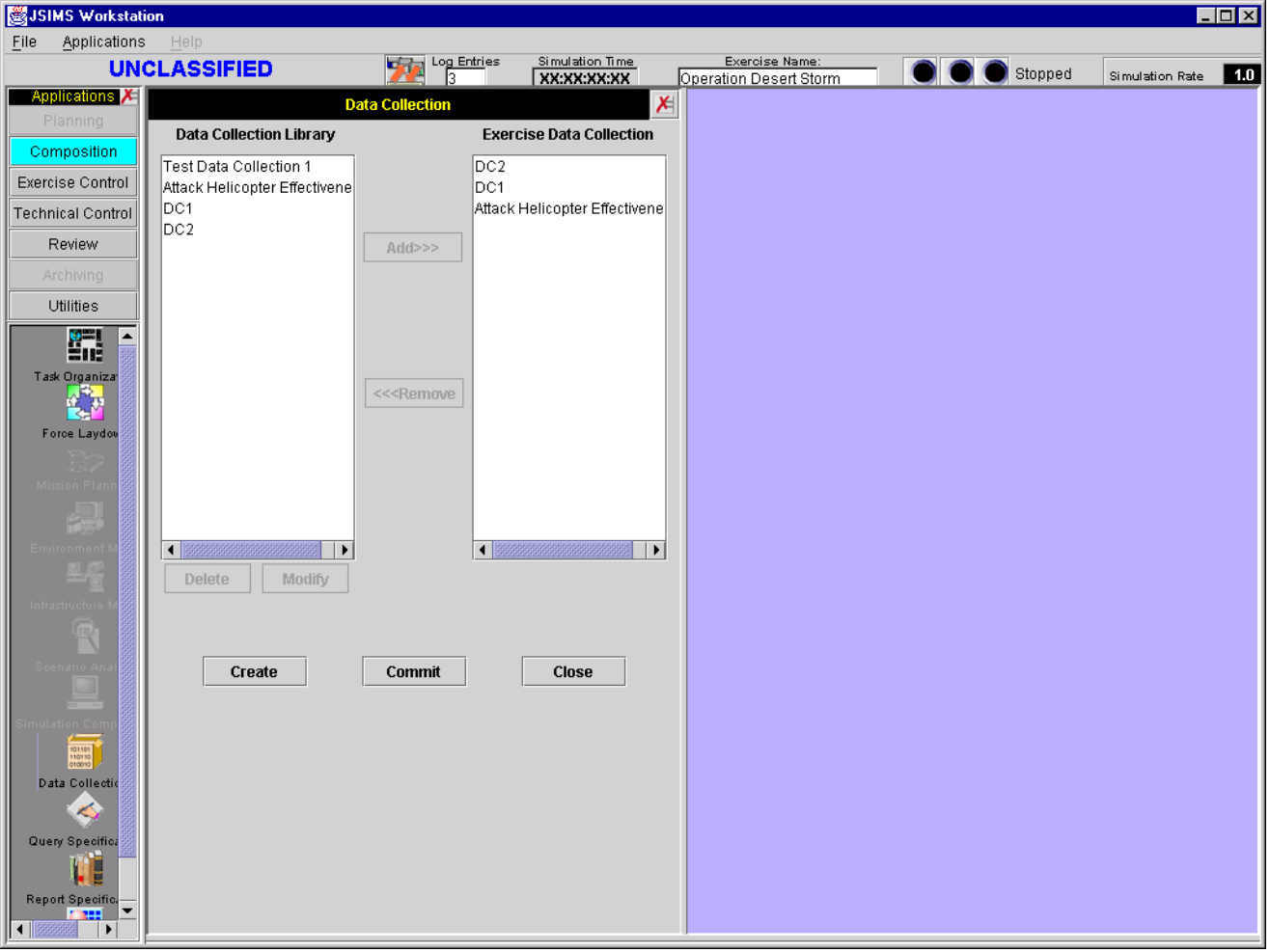
If the user selectes the place on map option, the element is added to the map using the location attributes. The user also has the ability to click on the map where the element needs to be placed manually.

Application: Composition

Tool: Force Laydown - Modify Handlers

Use Cases:
- UCCI003008_EventOperatorAssignsUnitParameters
- UCCI003009_EventOperatorModifiesUnitParameters
- UCCI003010_EventOperatorSetsUnitParametersForExerciseStart
- UCCI003011_EventOperatorMonitorsUnitState
- UCCI003019_LCAPopulates2DDisplay
- UCCI003020_LCAUpdates2DDisplayContents
- UCCI003071_2DDisplayDisplaysInteractions

8/29/99 updated

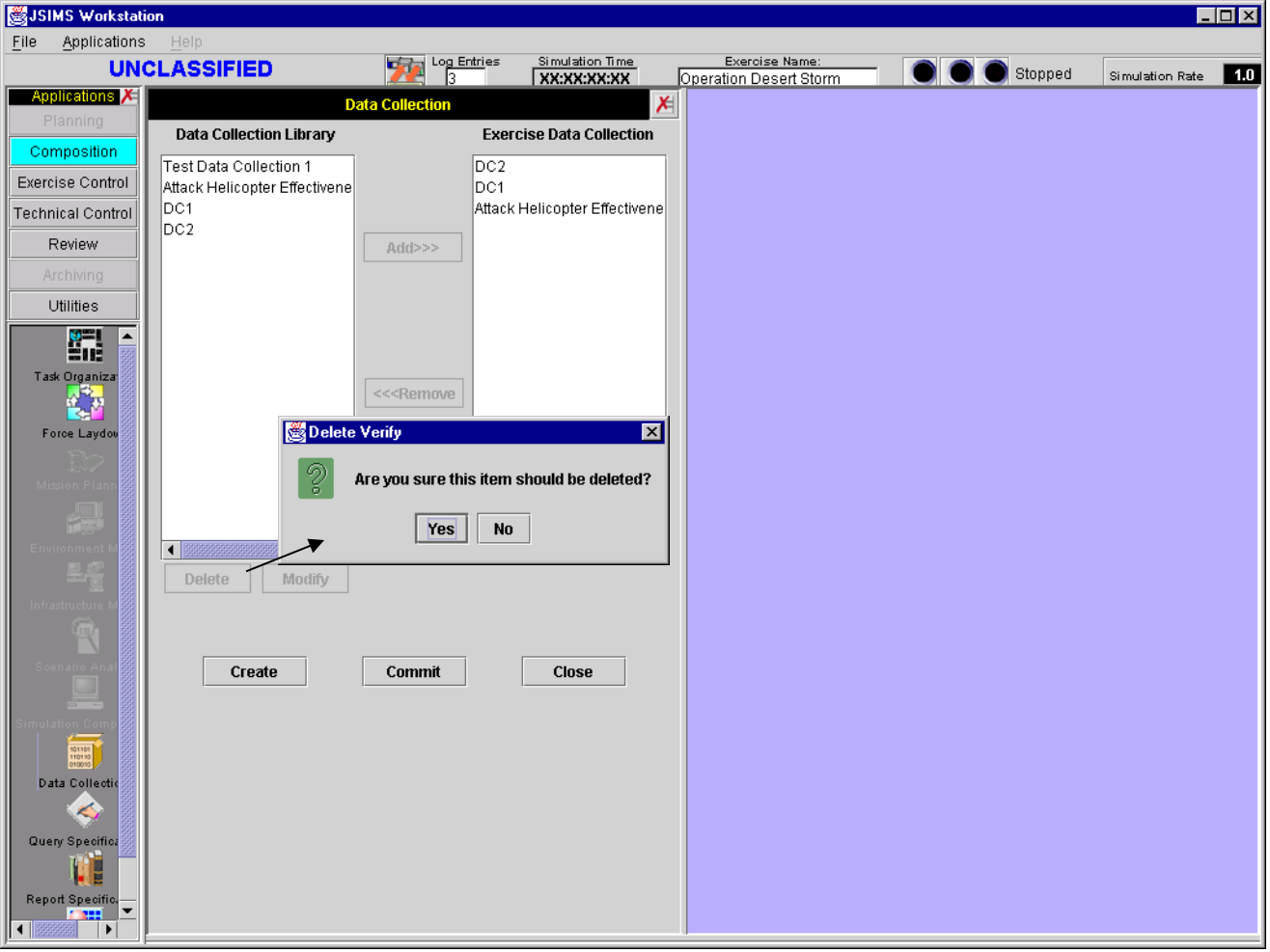



## Data Collection:

Used either during pre-exercise or during the exercise, the Data Collection specification tool provides the user the ability to select what data elements need to be collected during the exercise for after action analysis.

Application: Composition
Tool: Data Collection

Use Cases:
•UCCI005000_EventOperatorManipulatesData CollectionSpecification



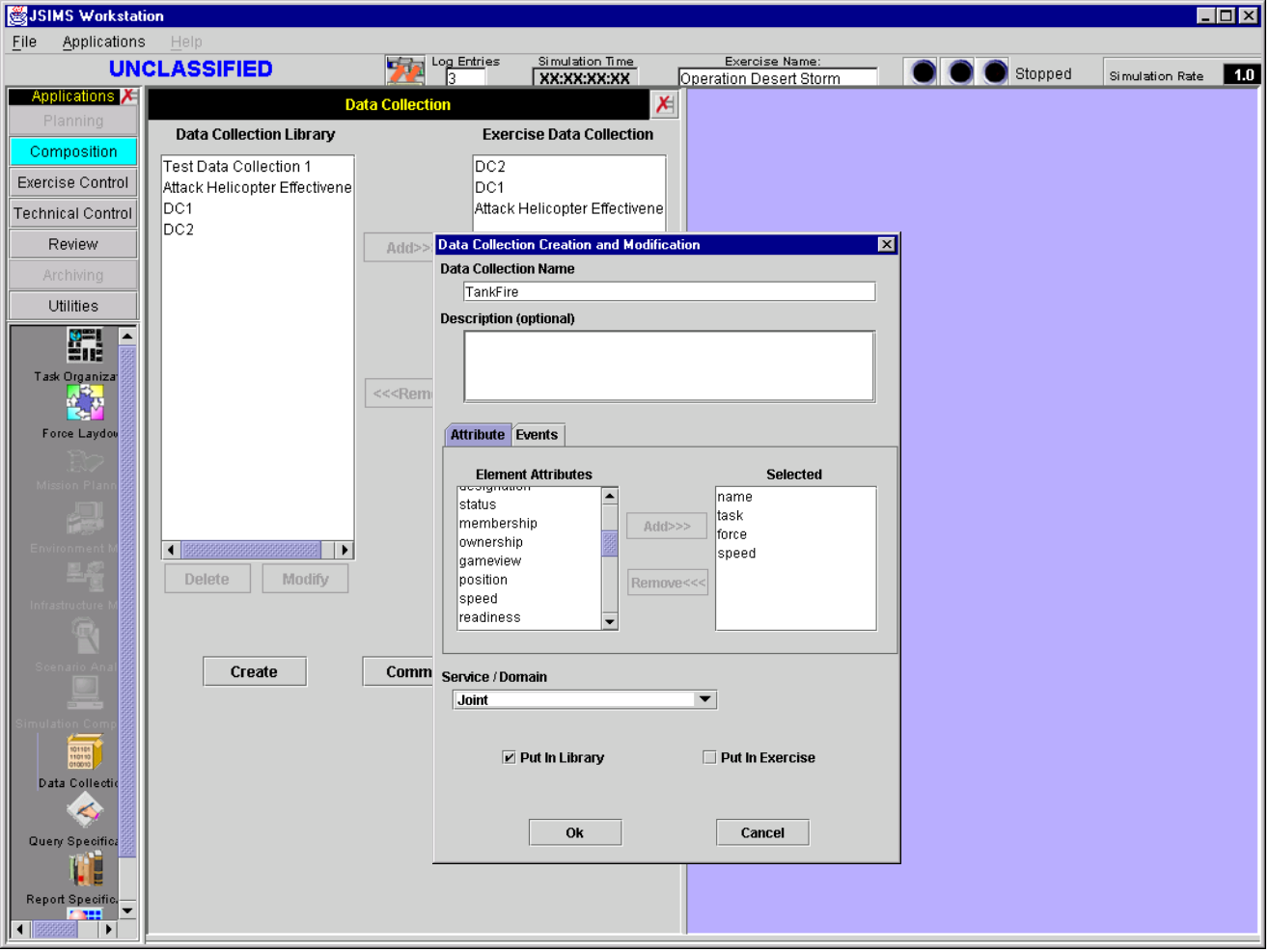

## Data Collection:

This dialog is used throughout the Joint LCA applications to ensure that the user really wants to delete the item(s) selected.

Application: Composition

Tool: Data Collection - Verify Delete Dialog

Use Cases:
•UCCI005000_EventOperatorManipulatesData CollectionSpecification




# Data Collection:

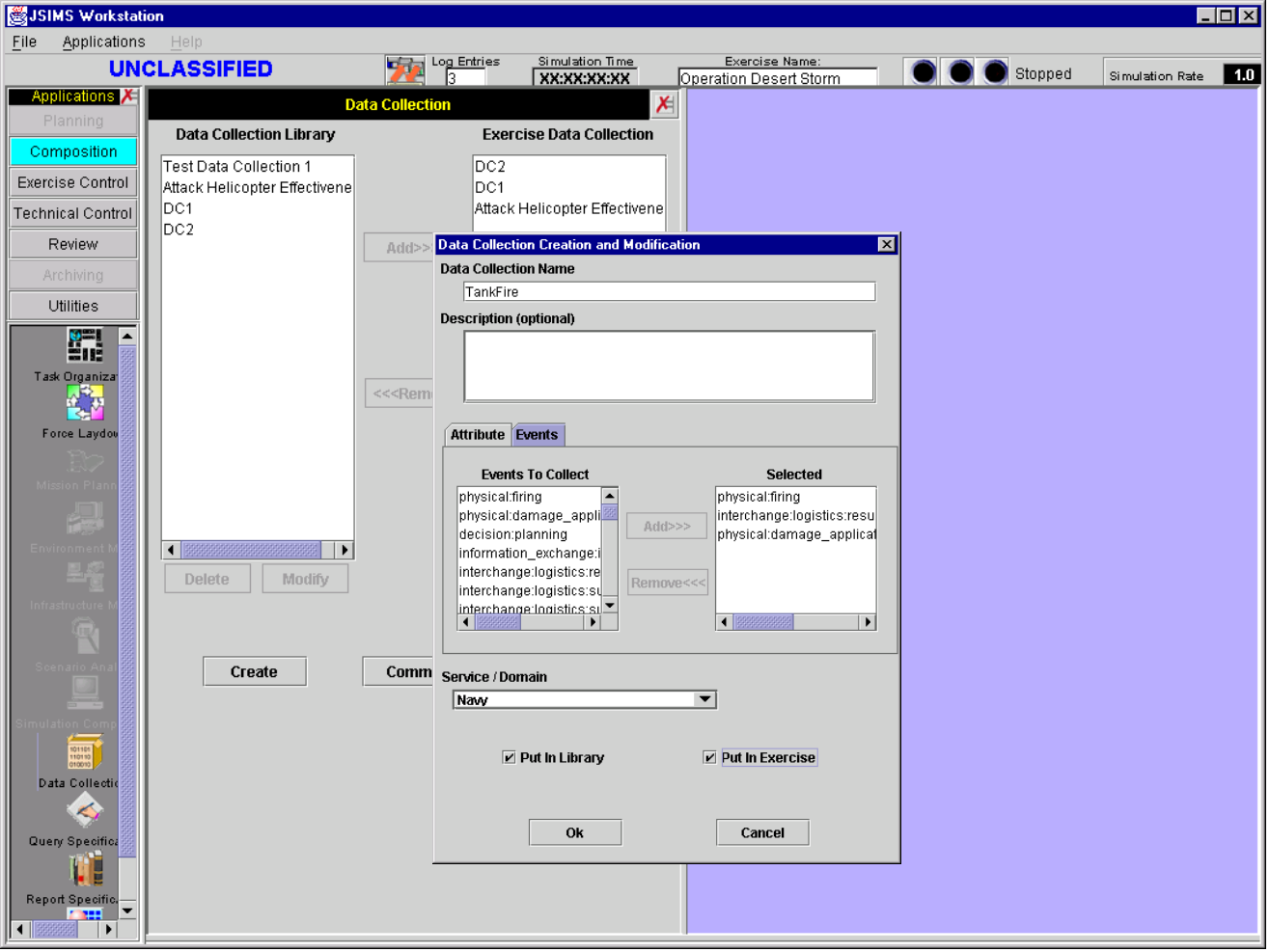
This dialog is used during the creation *or* modification of a data element to be collected. It defines what attributes and events are associated with a data collection element.

If the Create button is depressed, no attribute information is displayed. If Modify button is depressed, them the associated attribute information for that data collection item is shown.

Application: Composition

Tool: Data Collection - Create Attribute

Use Cases:
•UCCI005000_EventOperatorManipulatesData CollectionSpecification



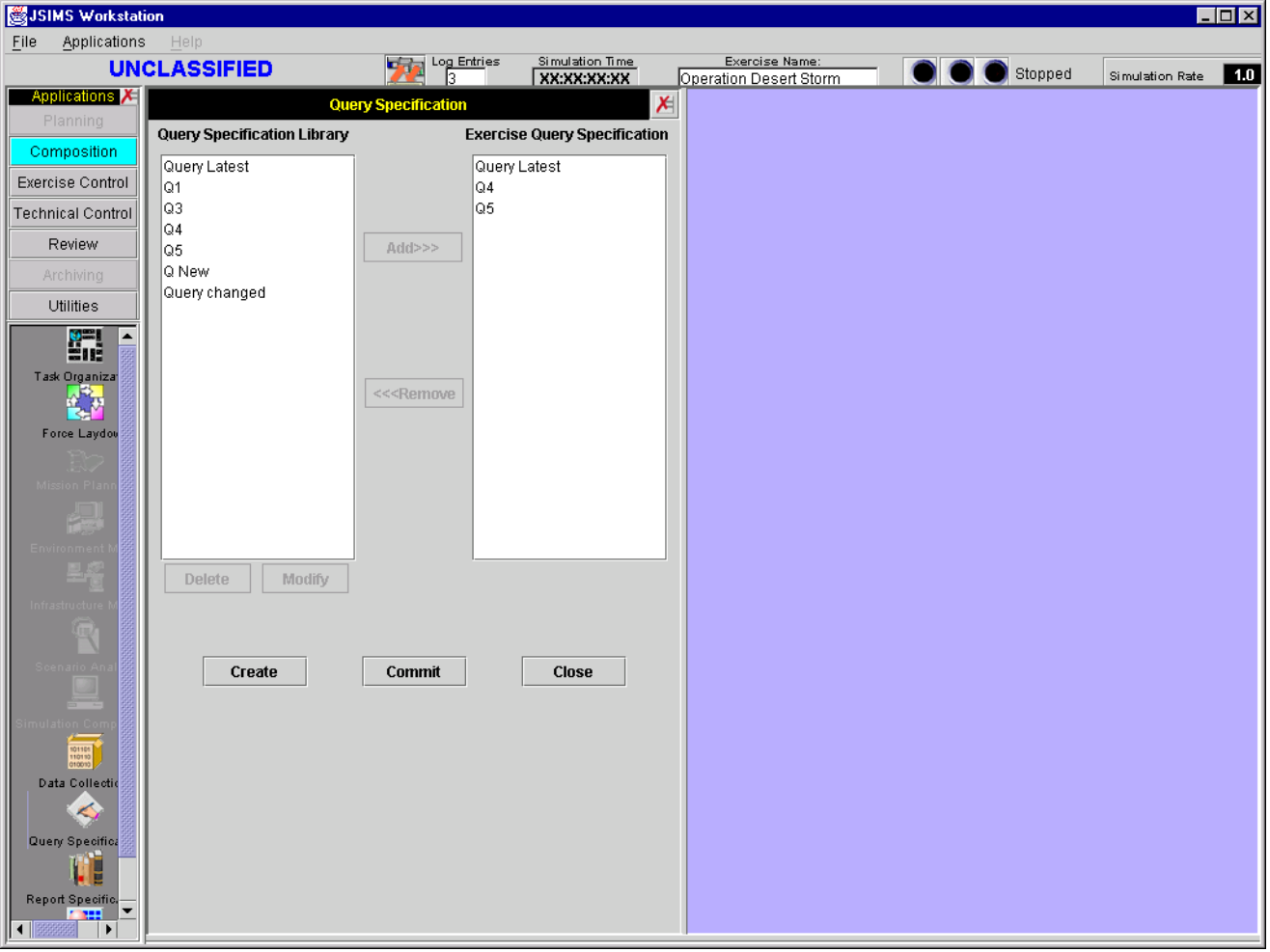

# Data Collection:

This is the same dialog, only showing how events can be assigned to the data collection item.

Application: Composition

Tool: Data Collection - Create Attribute / Events

Use Cases:
•UCCI005000_EventOperatorManipulatesData CollectionSpecification

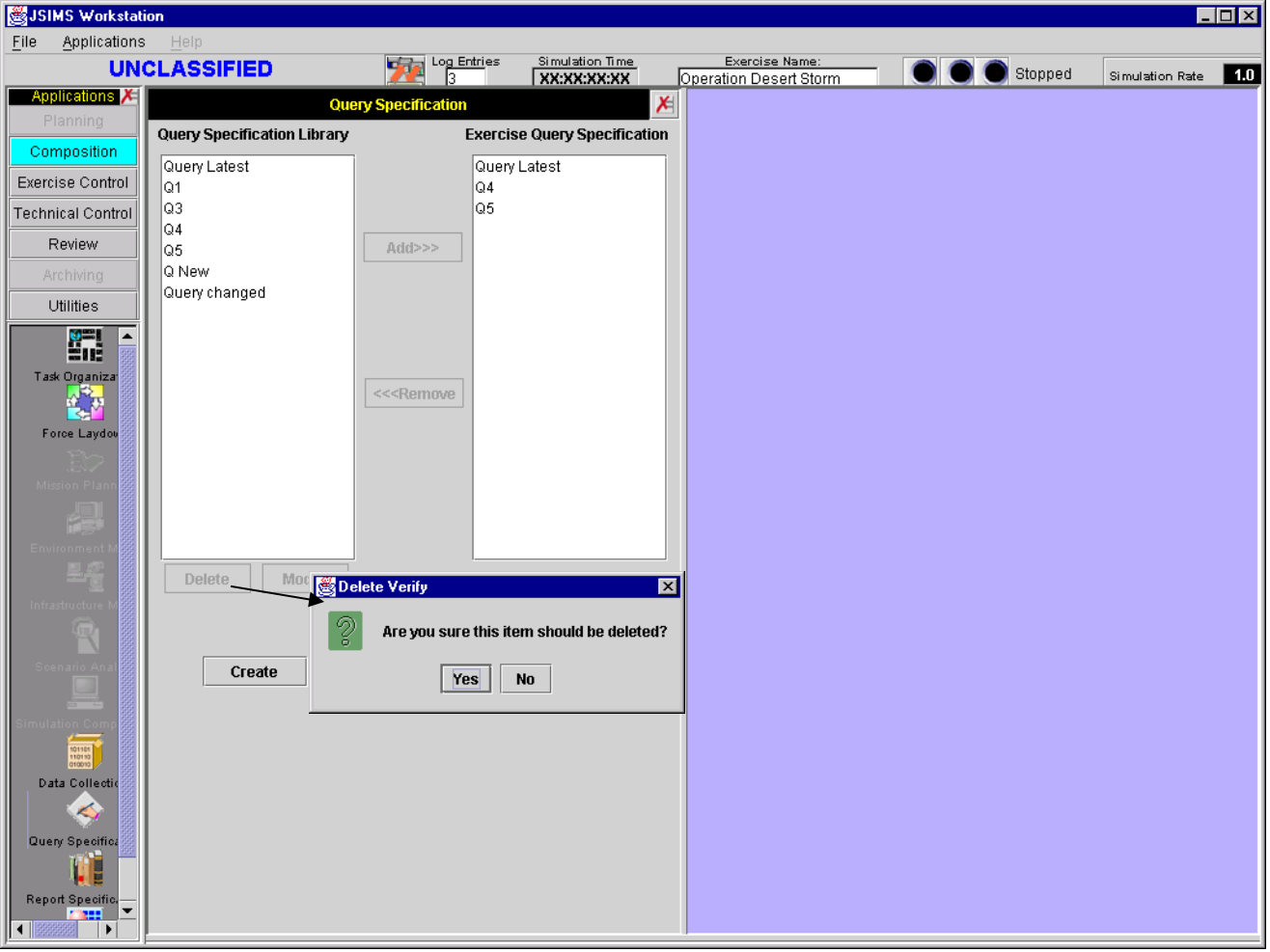



## Query Specification:

As query specifications are defined (for B2, using COTS tool) this tool is used to store the pre-defined specification(s) either into the library for future use, in the exercise or both. Note: definition and creation of the specification is not performed by this tool.

Application: Composition
Tool: Query Specification

Use Cases:
•UCCI005010_EventOperatorManipulatesDatabaseQuerySpecification

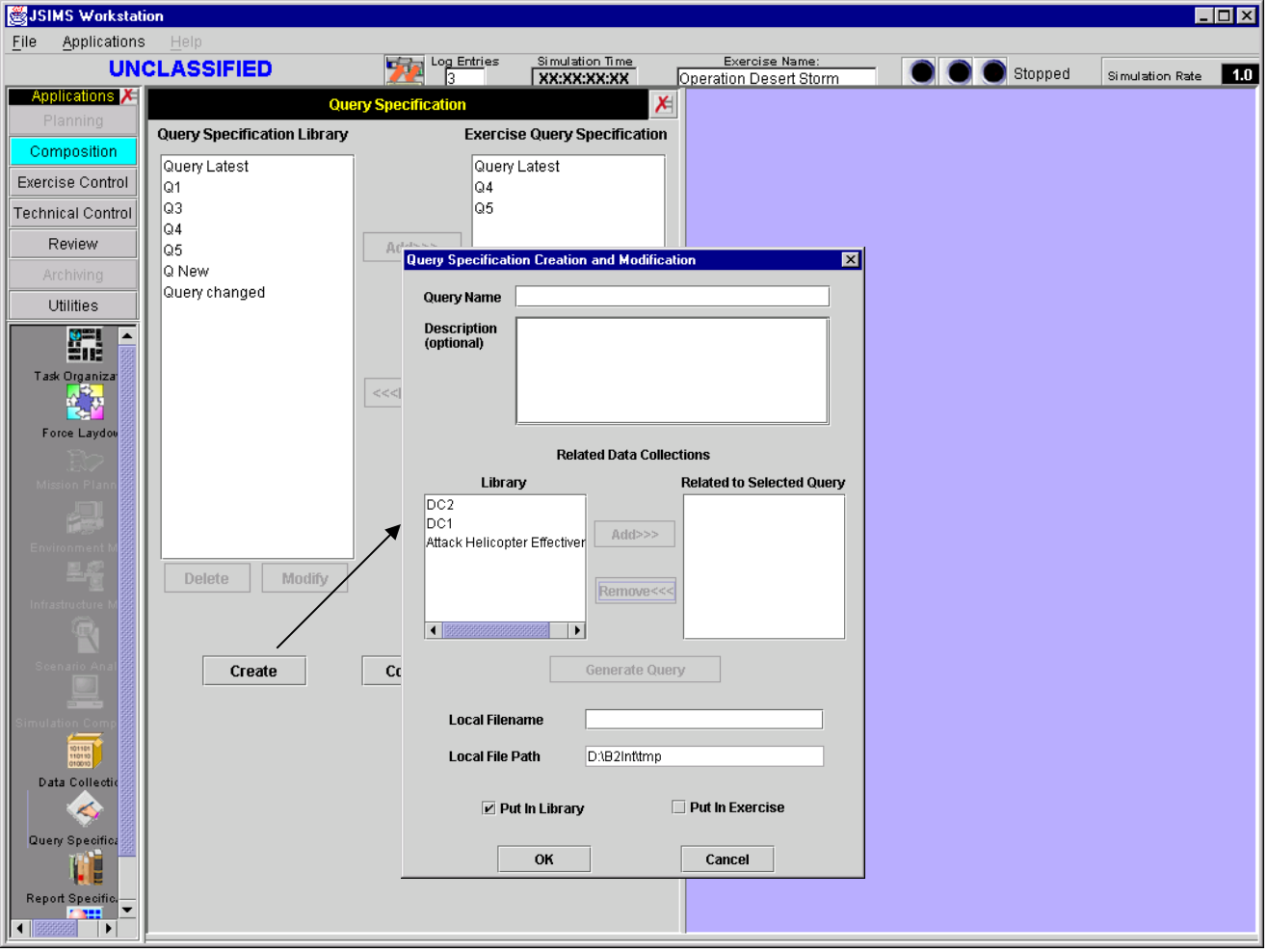



## Query Specification:

This dialog is used throughout the Joint LCA applications to ensure that the user really wants to delete the item(s) selected.

Application: Composition
Tool: Query Specification

Use Cases:
•UCCI005010_EventOperatorManipulatesDatabaseQuerySpecification



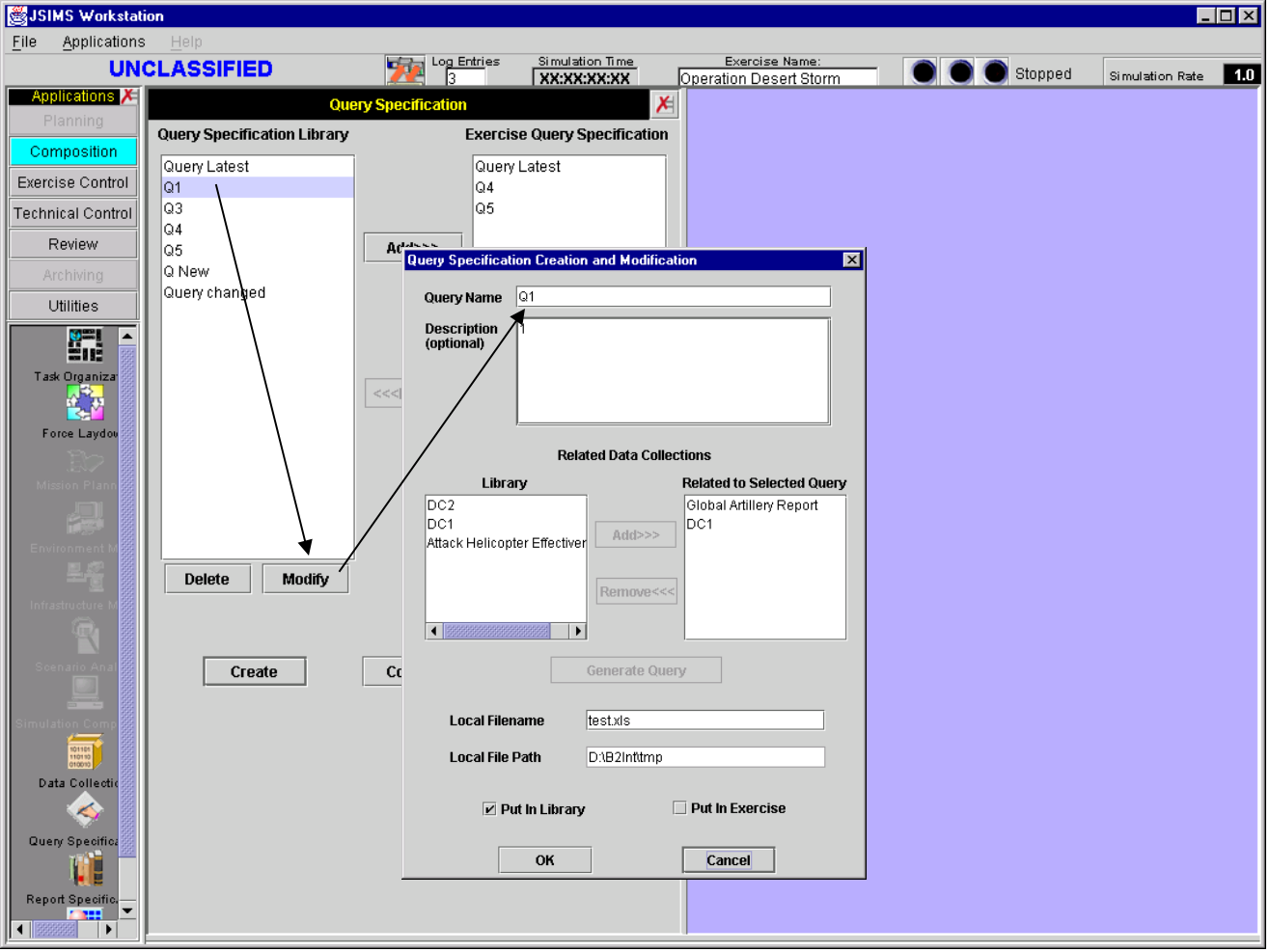

## Query Specification:

This dialog is invoked when the Create button is depressed and is used to store the initial specification. It defines where the specification file is located (usually on the local workstation drive), name and description and if it needs to be placed into the library and/or exercise for immediate use.

Application: Composition

Tool: Query Specification - Create

Use Cases:
•UCCI005010_EventOperatorManipulatesDatabaseQuerySpecification



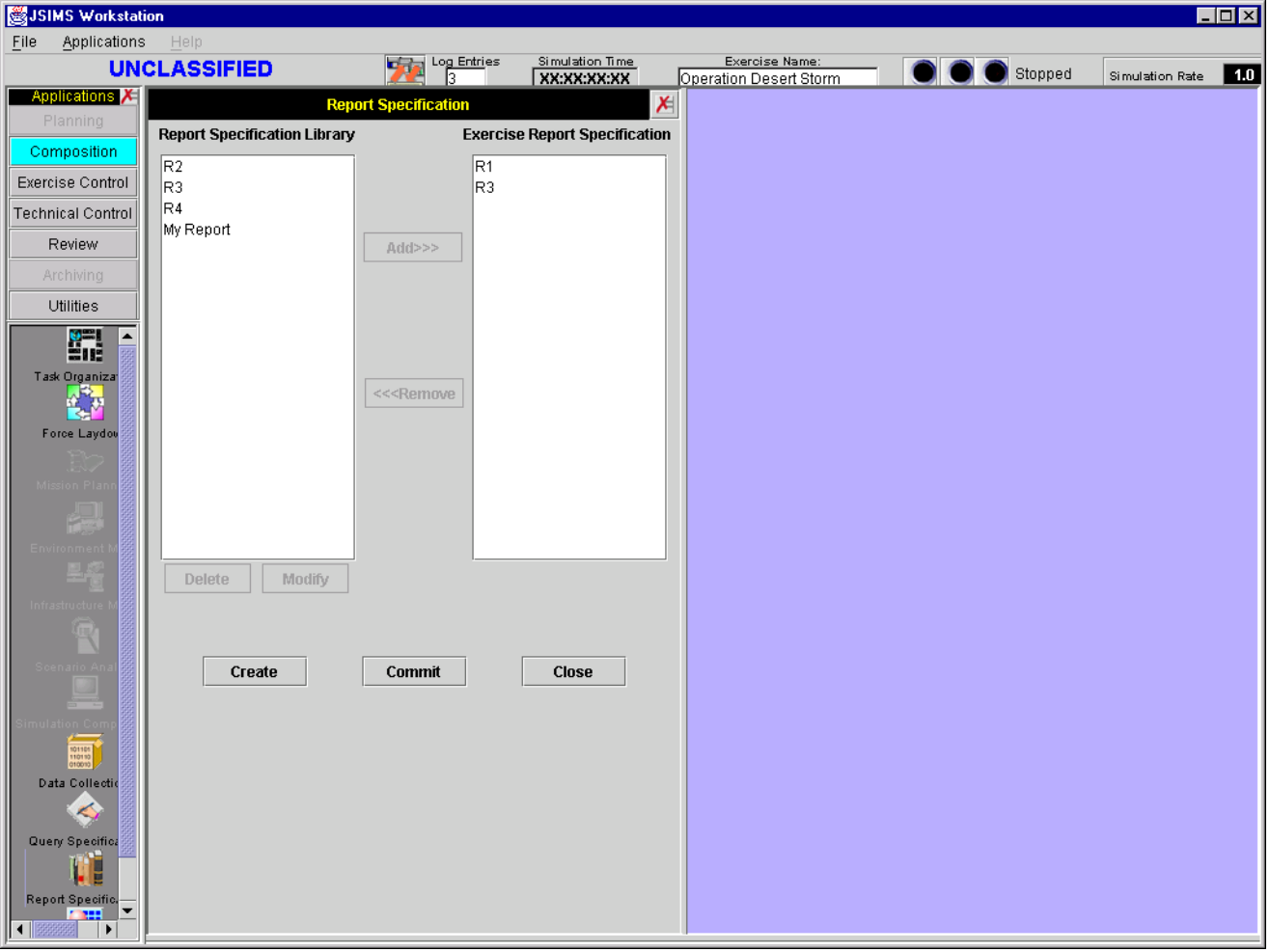

## Query Specification:

This dialog is the same as the creation dialog except that when a specification is selected and modify is depressed, the corresponding specification attributes are shown for modification.

Application: Composition

Tool: Query Specification - Modify

Use Cases:
•UCCI005010_EventOperatorManipulatesDatabaseQuerySpecification



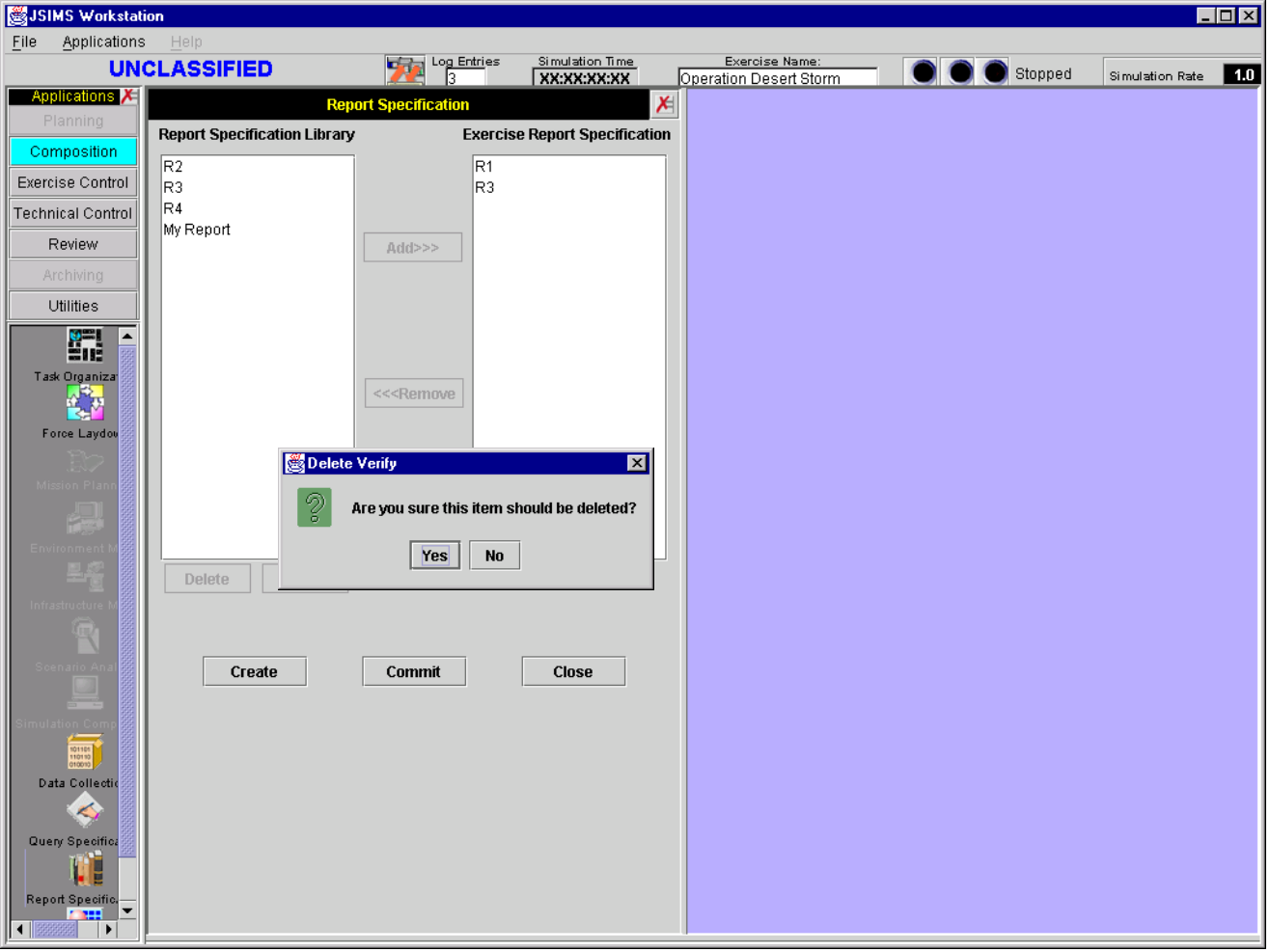

## Report Specification:

Once data items (elements) have been selected, as well as query specifications placed into the exercises which will be used to extract the collected data, the reports which will be used need to be identified.

This tool is used to define what reports will be used in the exercise, it also can be used to place pre-defined report specifications (created by COTS tools) into the library.

Application: Composition
Tool: Report Specification

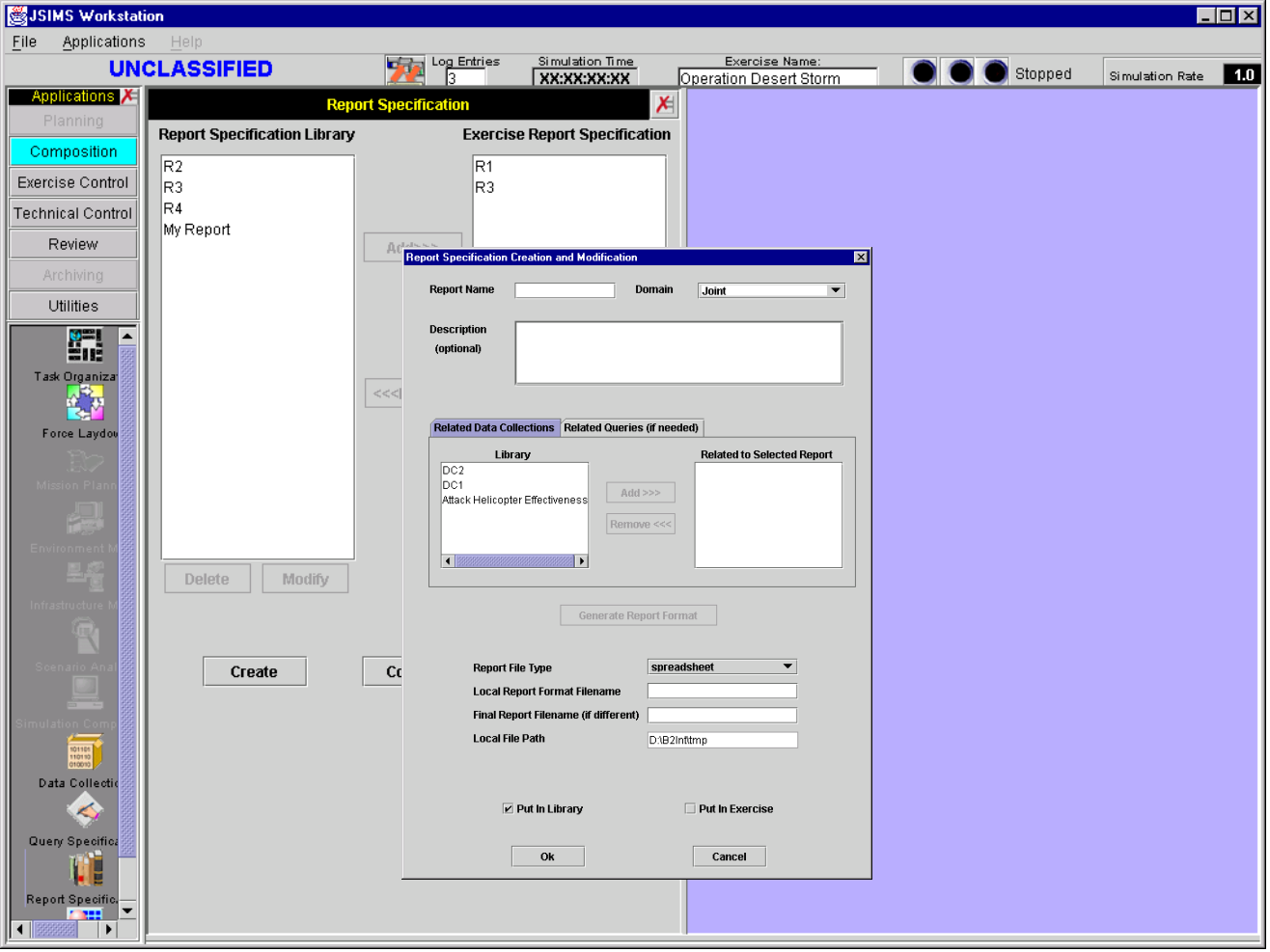
Use Cases:
•UCCI005020_EventOperatorManipulatesReportFormatSpecification




## Report Specification:

This dialog is used throughout the Joint LCA applications to ensure that the user really wants to delete the item(s) selected.

Application: Composition
Tool: Report Specification - verify delete




# Report Specification:

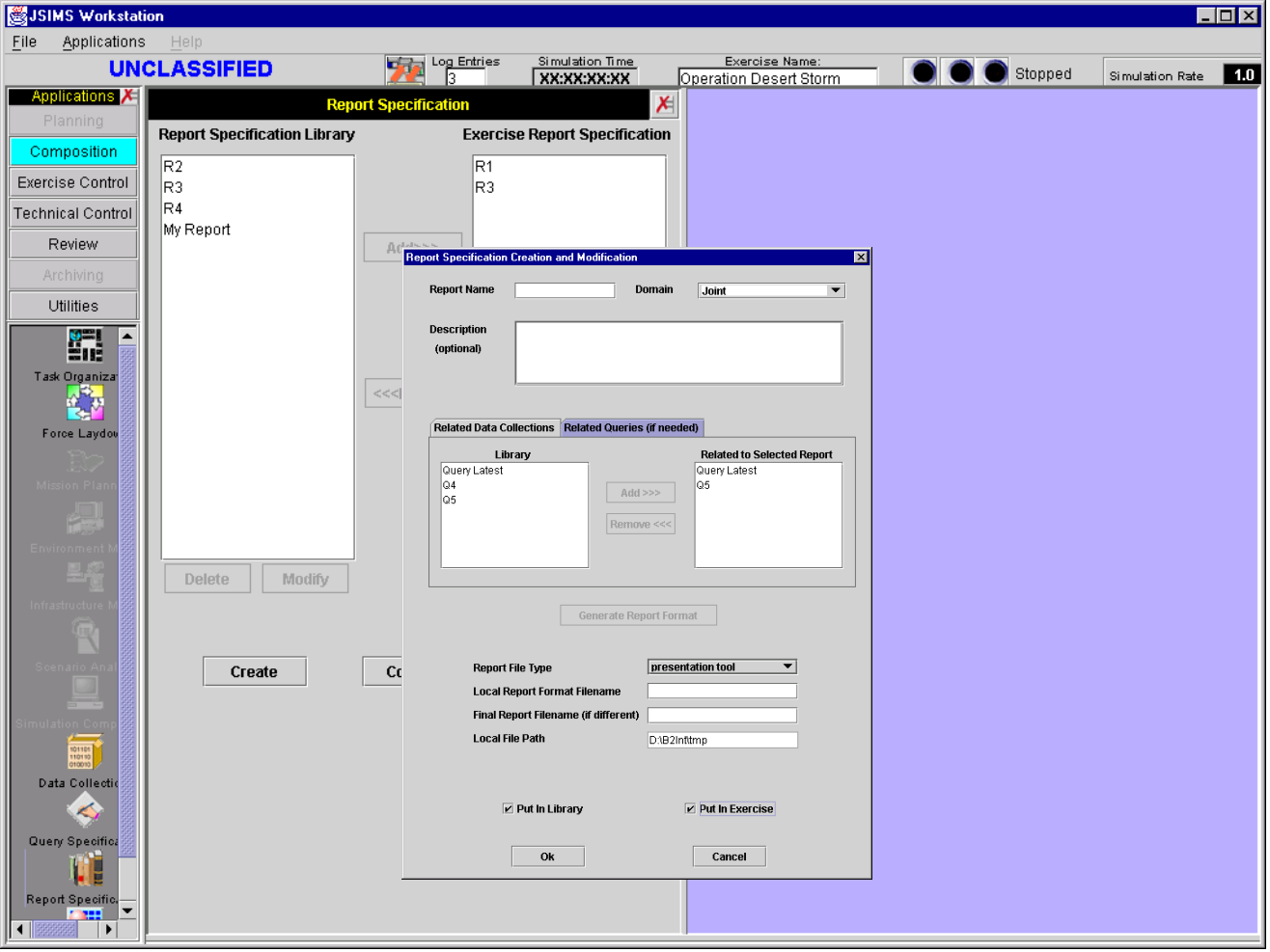
This dialog is invoked when either the create or modify button are depressed. If modify button is used, the attributes of that report specification is presented for modification.

The tool is used to define what data collection elements and related queries are associated with the report. For B2 this is information use only. Later builds this will be used to automate the report specification setup.

Application: Composition

Tool: Report Specification - Modify / Create

Use Cases:
•UCCI005020_EventOperatorManipulatesReportFormatSpecification



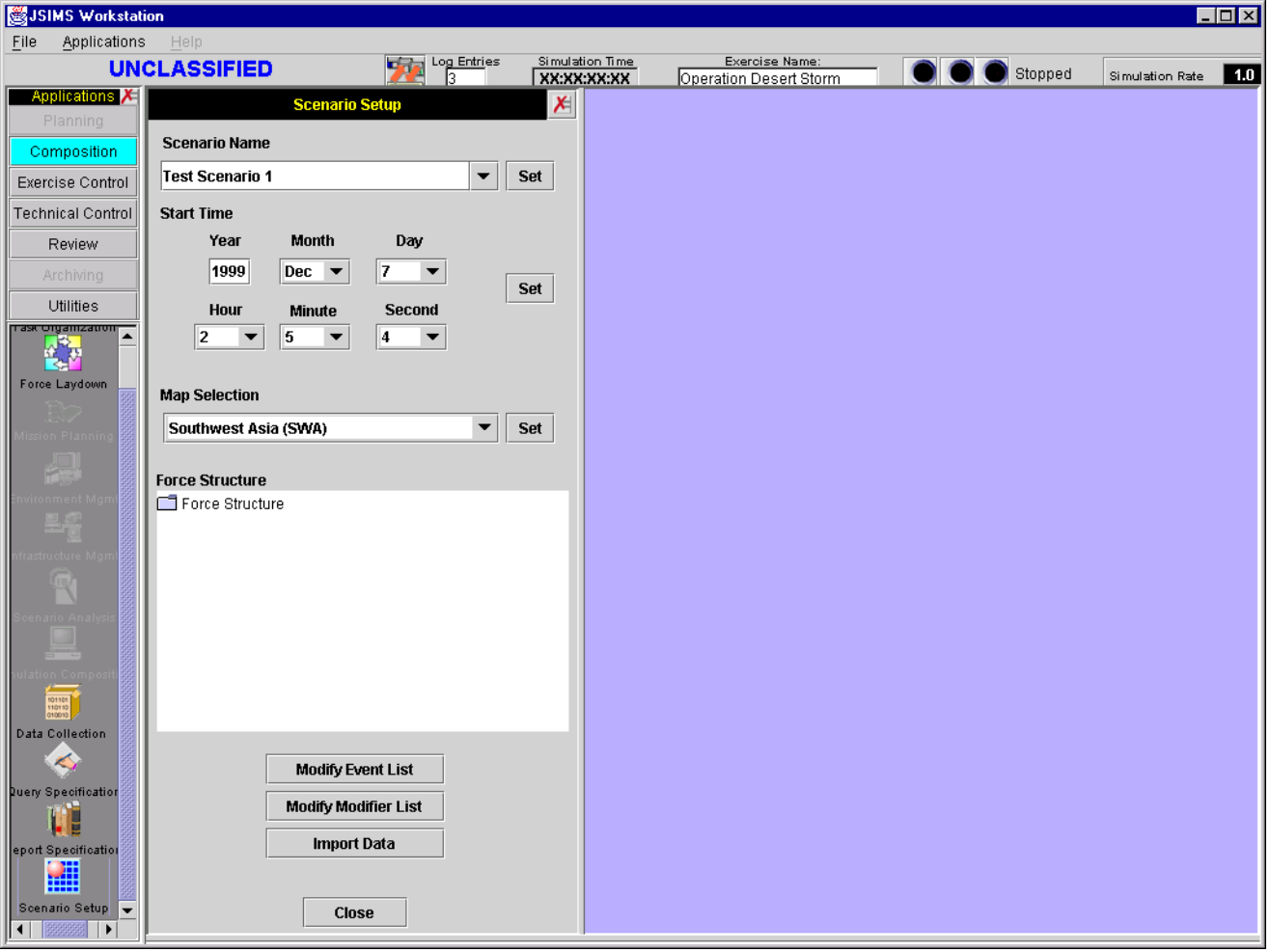

## Report Specification:

Same as previous screen, only showing related queries instead of related data collections.

Application: Composition

Tool: Report Specification - Modify / Create - related Queries

Use Cases:
•UCCI005020_EventOperatorManipulatesReportFormatSpecification



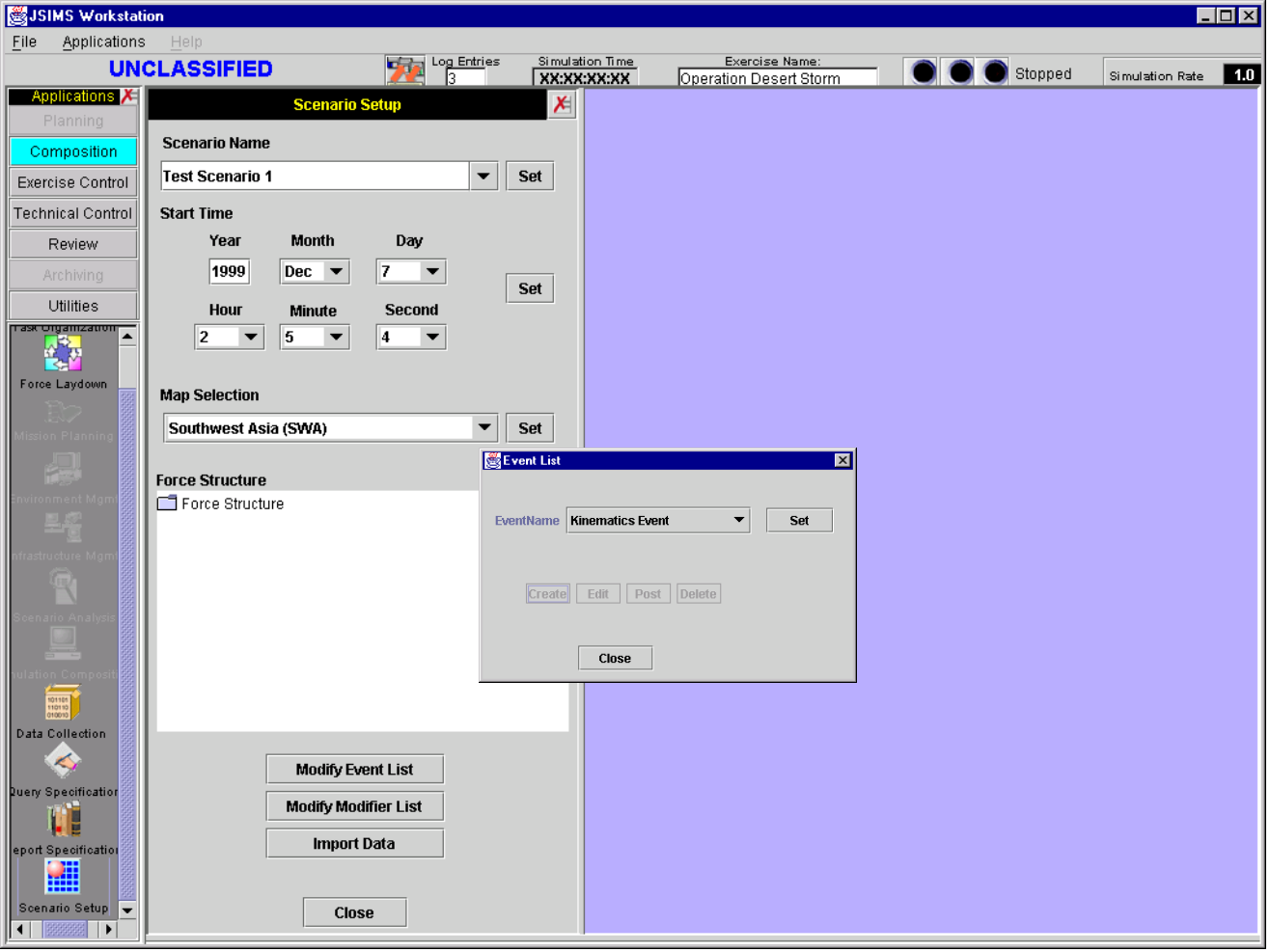

## Scenario Setup:

Provides the ability to specify the name of the scenario and sets the simulation start time. It also is used to select the battlespace map (see Battlespace map slides).

Application: Composition

Tool: Scenario Setup

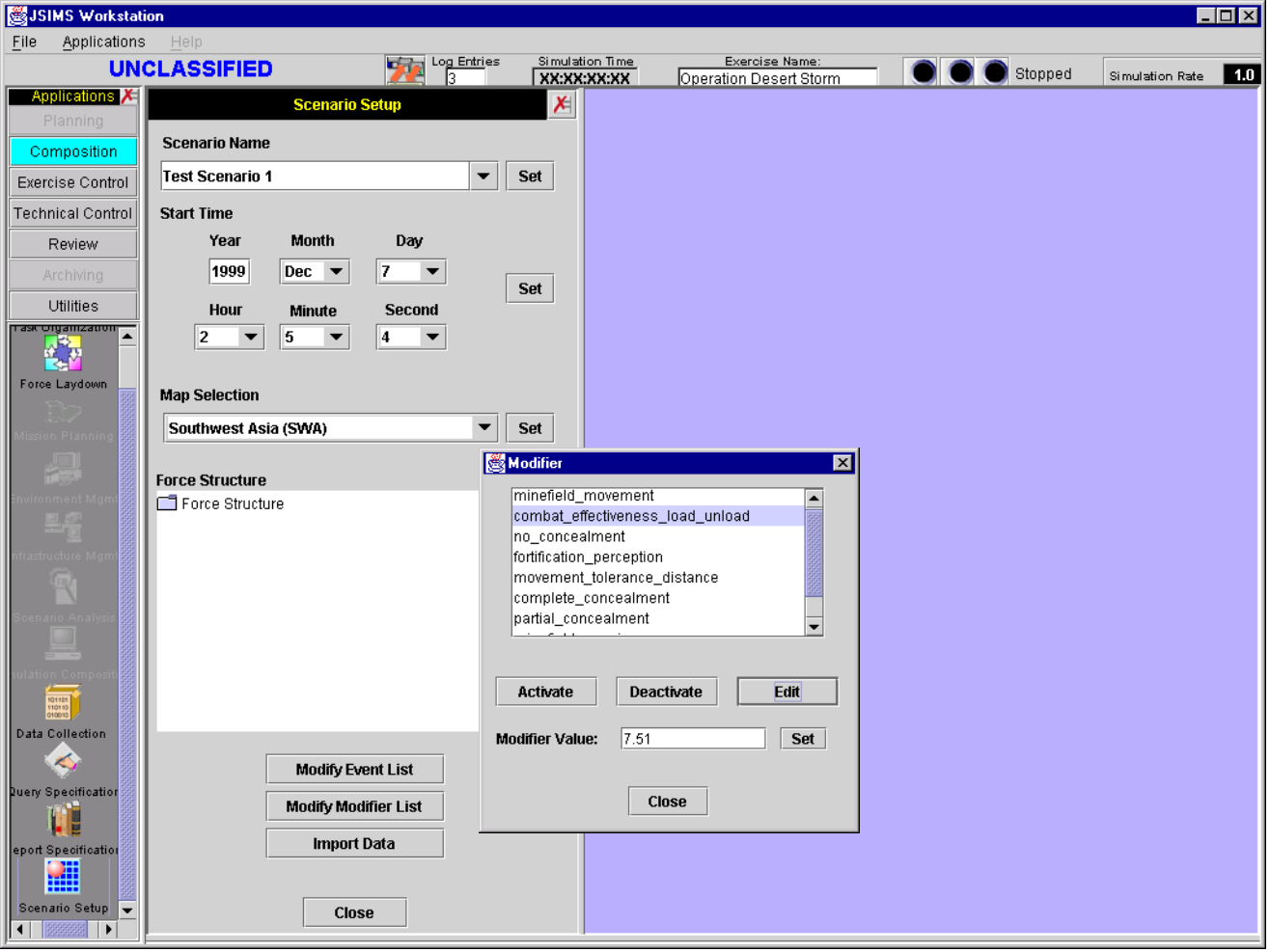
Use Cases:
- UCCI003018_EventOperatorSpecifiesScenarioStartTime
- UCCI004015_EventOperatorManagesSimulation
- UCCI003044_EventOperatorEstablishesSne




## Scenario Setup:

This dialog invoked by clicking on the modify event list button. It is used to support B2 Floyd exercise scenario and will be replaced in B2A.

Application: Composition
Tool: Scenario Setup - modify event list



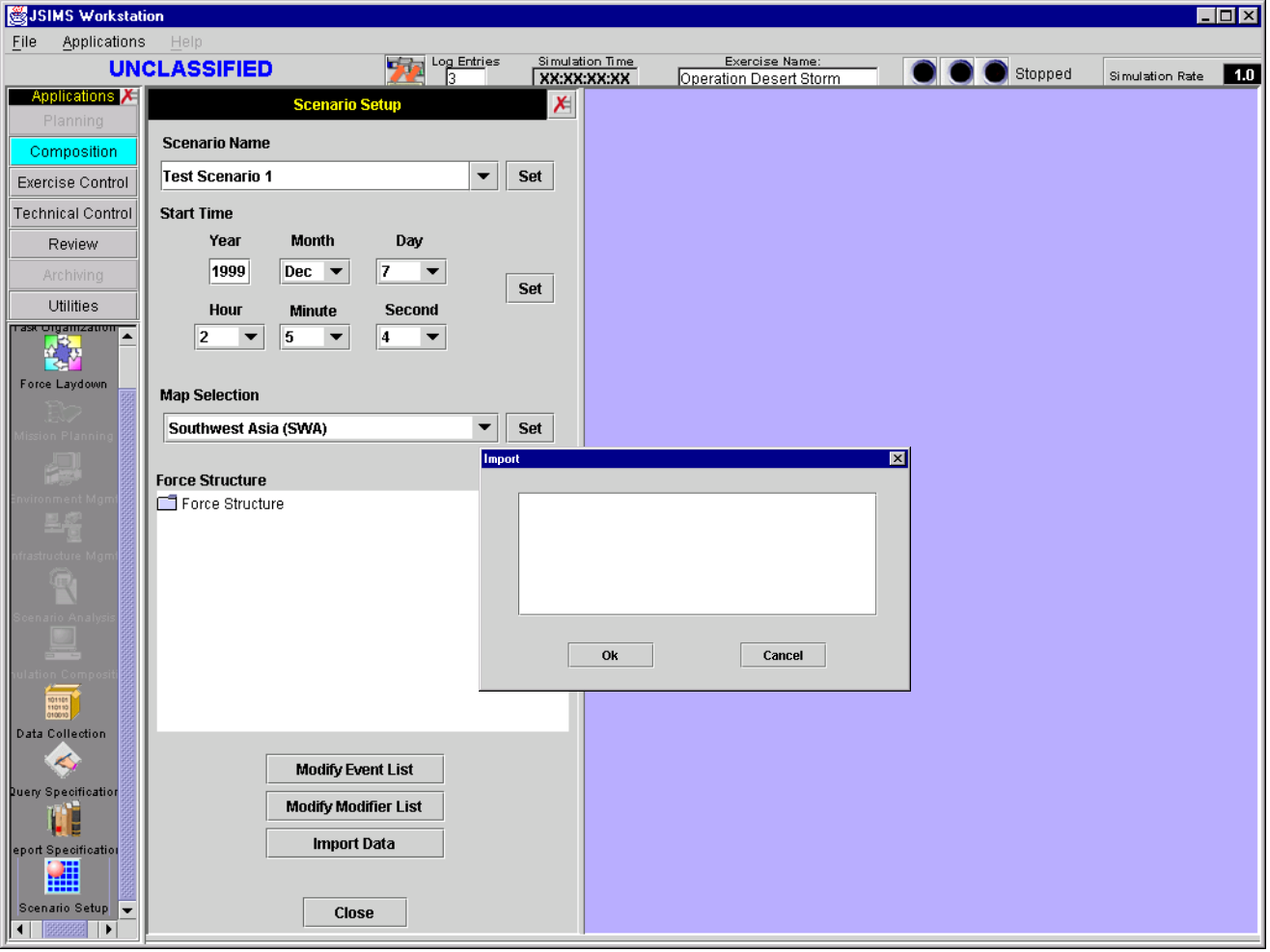

## Scenario Setup:

This dialog invoked by clicking on the modify modifier list button. It is used to activate or deactivate modifiers of the exercise as well as setting the modifier value (when set button is depressed).

Application: Composition

Tool: Scenario Setup - modify modifier list

Use Cases:
•UCCI003018_EventOperatorSpecifiesScenarioStartTime
•UCCI004015_EventOperatorManagesSimulation
•UCCI003044_EventOperatorEstablishesSne




## Scenario Setup:

This dialog invoked by clicking on the import data button. It is used to allow DA's to import data (i.e., external databases) to be used in the exercise for DA specific functionality. It is primarily a hook for the DA tools.

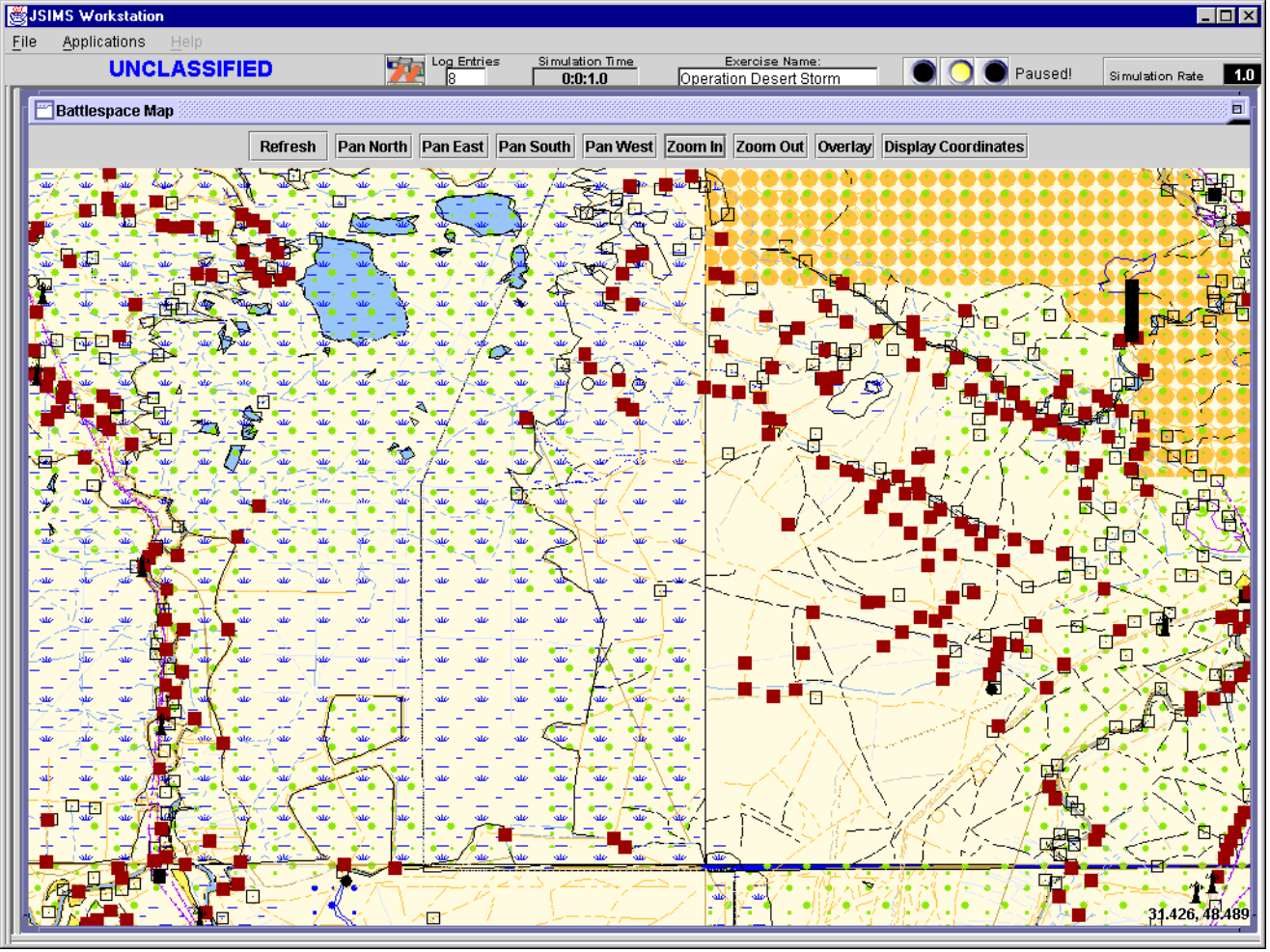
Application: Composition

Tool: Scenario Setup - import data

Use Cases:

- UCCI003018_EventOperatorSpecifiesScenarioStartTime
- UCCI004015_EventOperatorManagesSimulation
- UCCI003044_EventOperatorEstablishesSne

8/29/99 updated




## Battlespace Map:

The battlespace map is an internal window within the desktop, which means it can be sized and moved around in the map area. Future plans are to allow multiple map views. For B2 only one map view is provided.

The map view contains map controls to zoom in/out, pan the map, add or control measures to overlays and display coordinates.

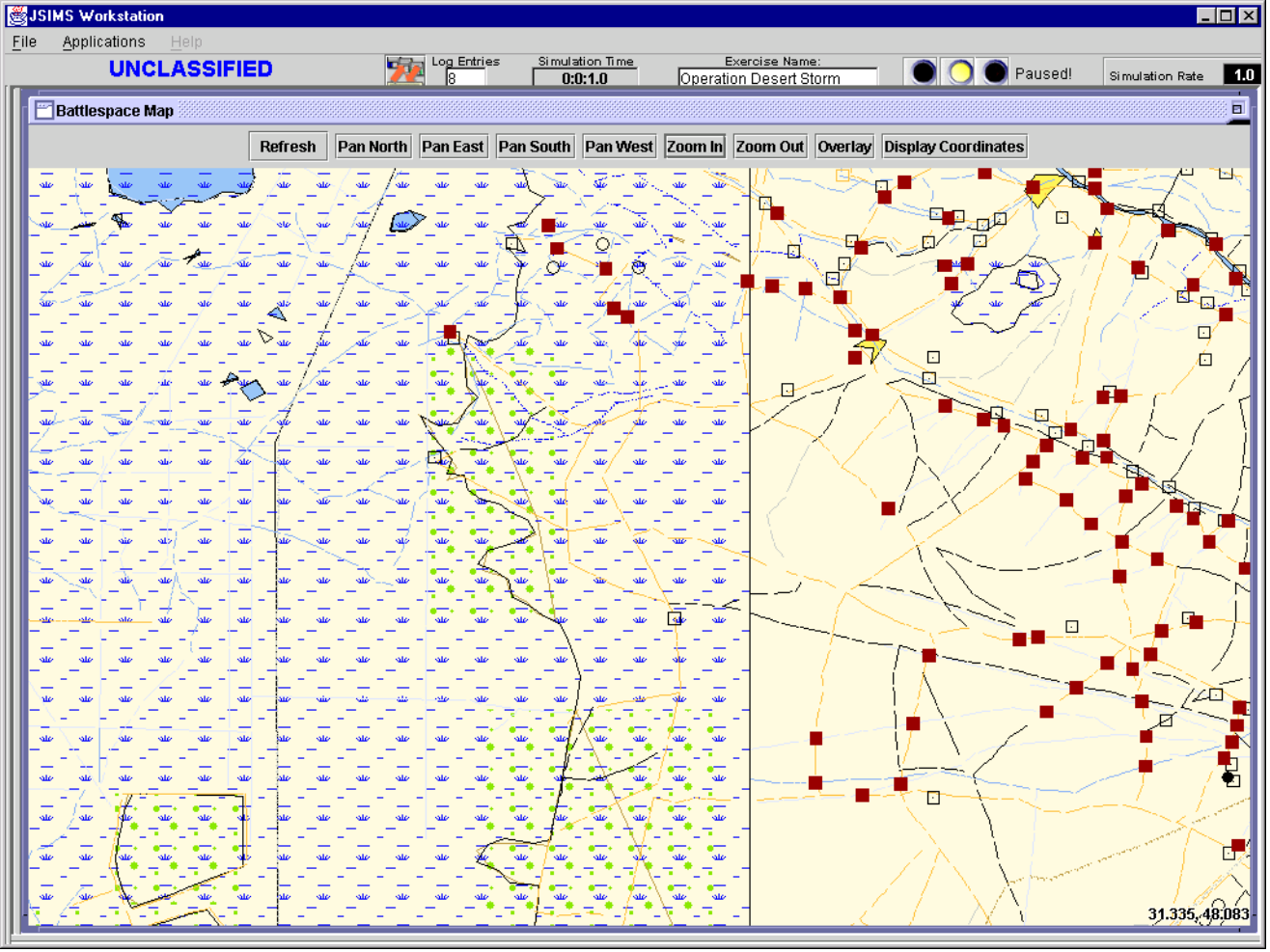
Application: Composition

Tool: Battlespace Map (invoked from Scenario Setup Tool)

***Note:***
***Map user interfaces are not shown at this time***

Use Cases:
•UCCI003044_EventOperatorEstablishesSne

8/29/99
updated




# Battlespace Map: (zoom in)

This screen shows how the map zooms in when the zoom in button is depressed.

*Note: The map is shown as full screen, with the Application panel closed.*

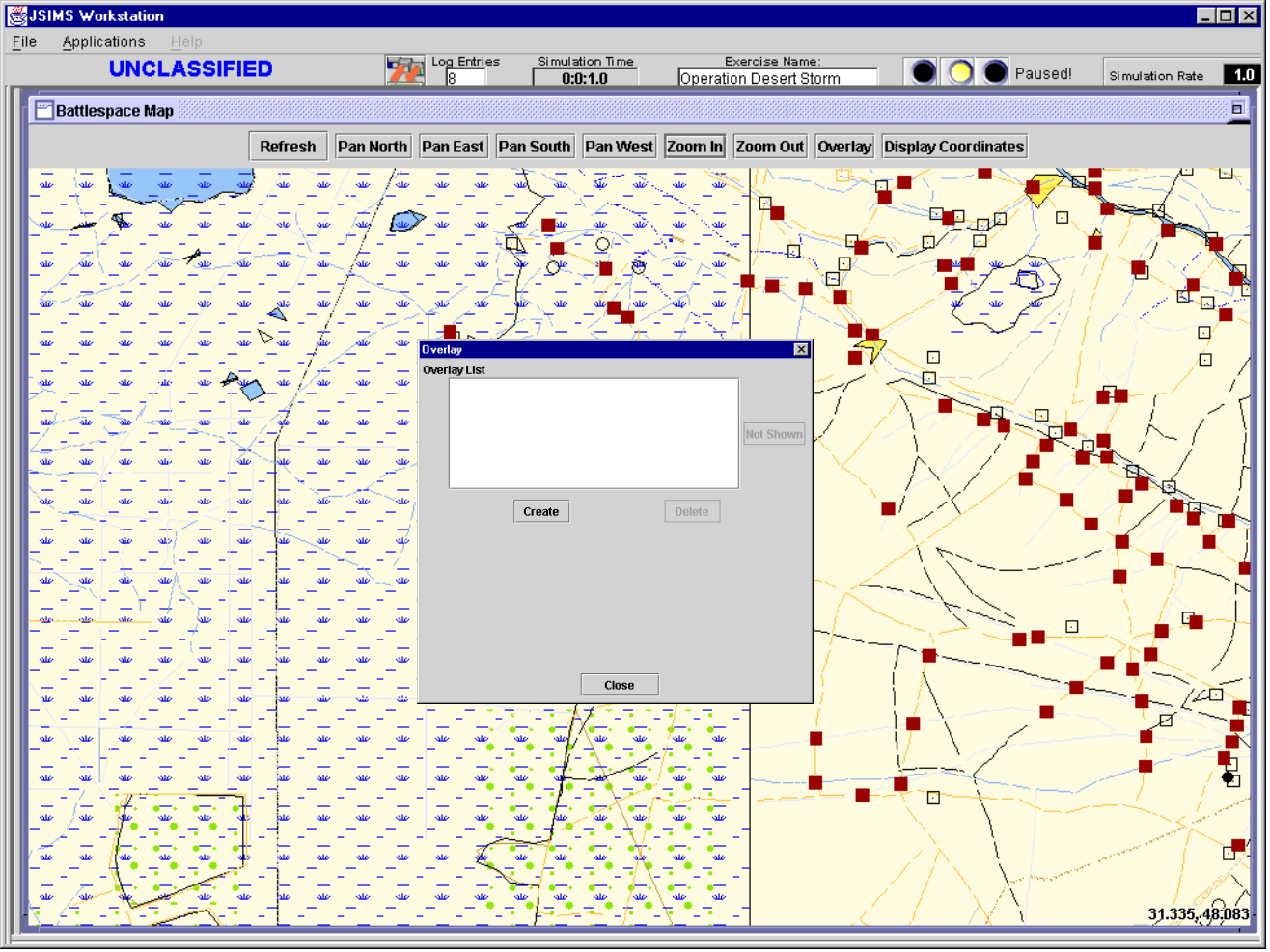
Application: Composition

Tool: Battlespace Map (invoked from Scenario Setup Tool)

***Note:***
***Map user interfaces are not shown at this time***

Use Cases:
- UCCI003044_EventOperatorEstablishesSne

8/29/99
updated




## Battlespace Map:

This is the initial overlay map dialog. At this level, you can create a new control overlay or delete an existing one.

*Note: The map is shown as full screen, with the Application panel closed.*

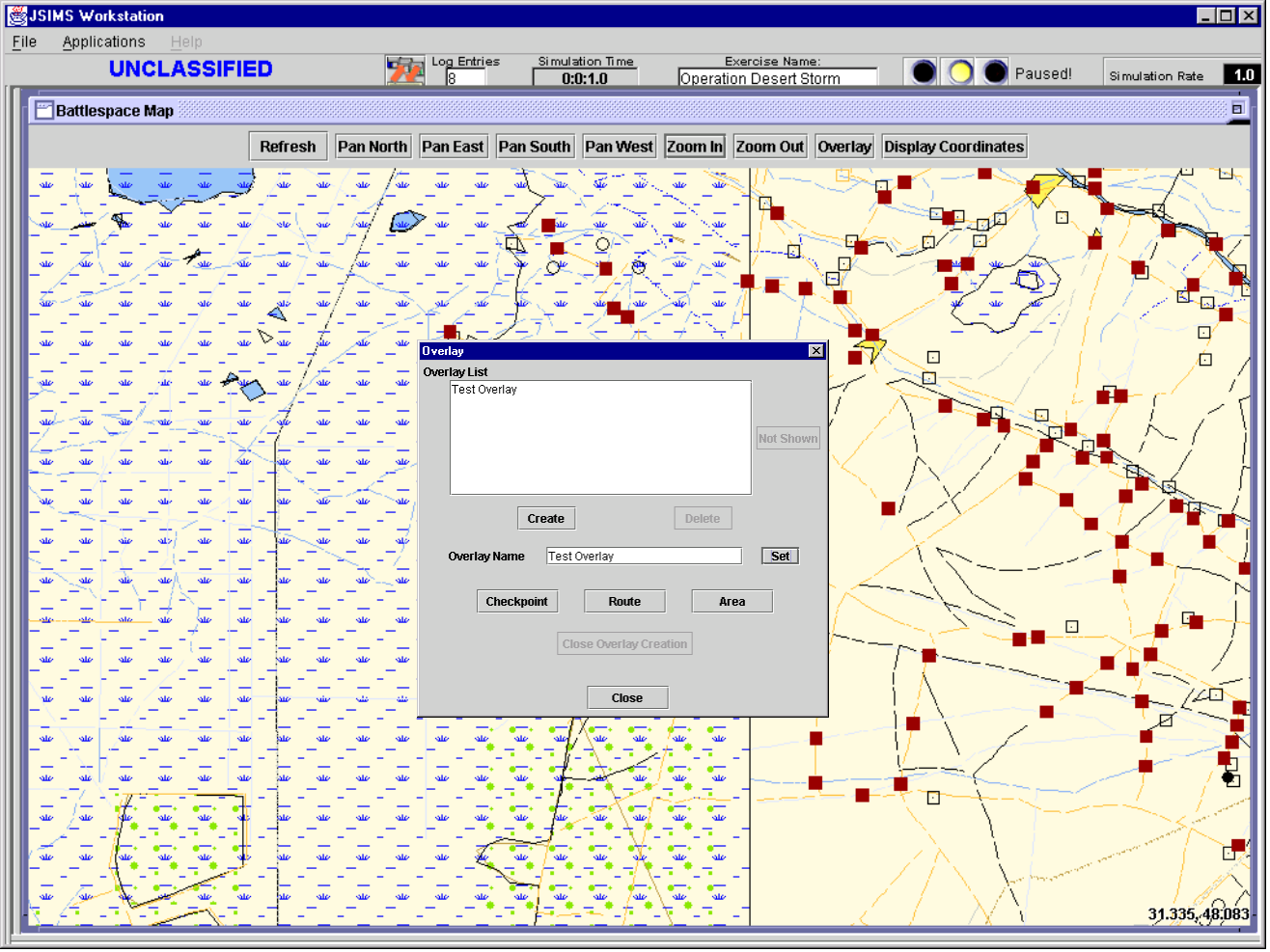
Application: Composition

Tool: Battlespace Map (invoked from Scenario Setup Tool)

***Note:***
***Map user interfaces are not shown at this time***

Use Cases:
- UCCI003044_EventOperatorEstablishesSne
- UCCI003074_EventOperatorCreatesScenario Overlay

8/29/99 updated




# Battlespace Map:

When clicking on create, the following options are provided. Once the user enters an overlay name you then select what type of control measure you want to set. Clicking on the set button places the overlay into the overlay list.

*Note: The map is shown as full screen, with the Application panel closed.*

Application: Composition

Tool: Battlespace Map (invoked from Scenario Setup Tool)

***Note:***
***Map user interfaces are not shown at this time***

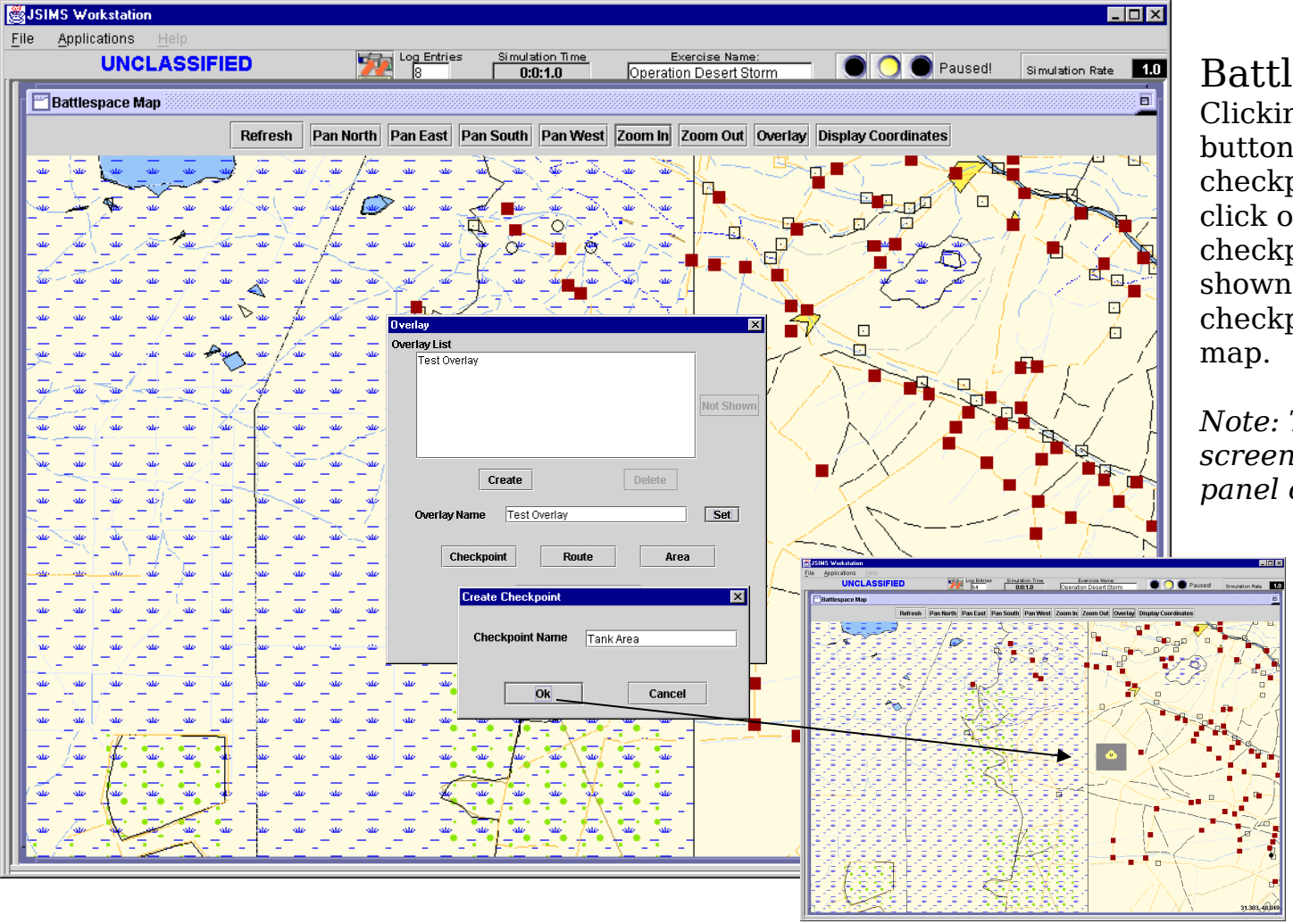
Use Cases:
•UCCI003044_EventOperatorEstablishesSne
•UCCI003074_EventOperatorCreatesScenario
Overlay

8/29/99
updated

# Battlespace Map:

Clicking on the checkpoint button, enter the name of the checkpoint, click on ok, then click on the map where the checkpoint needs to be. As shown on the insert screen, the checkpoint is placed on the map.

*Note: The map is shown as full screen, with the Application panel closed.*




Application: Composition
Tool: Battlespace Map

***Note:***
***Map user interfaces are not shown at this time***

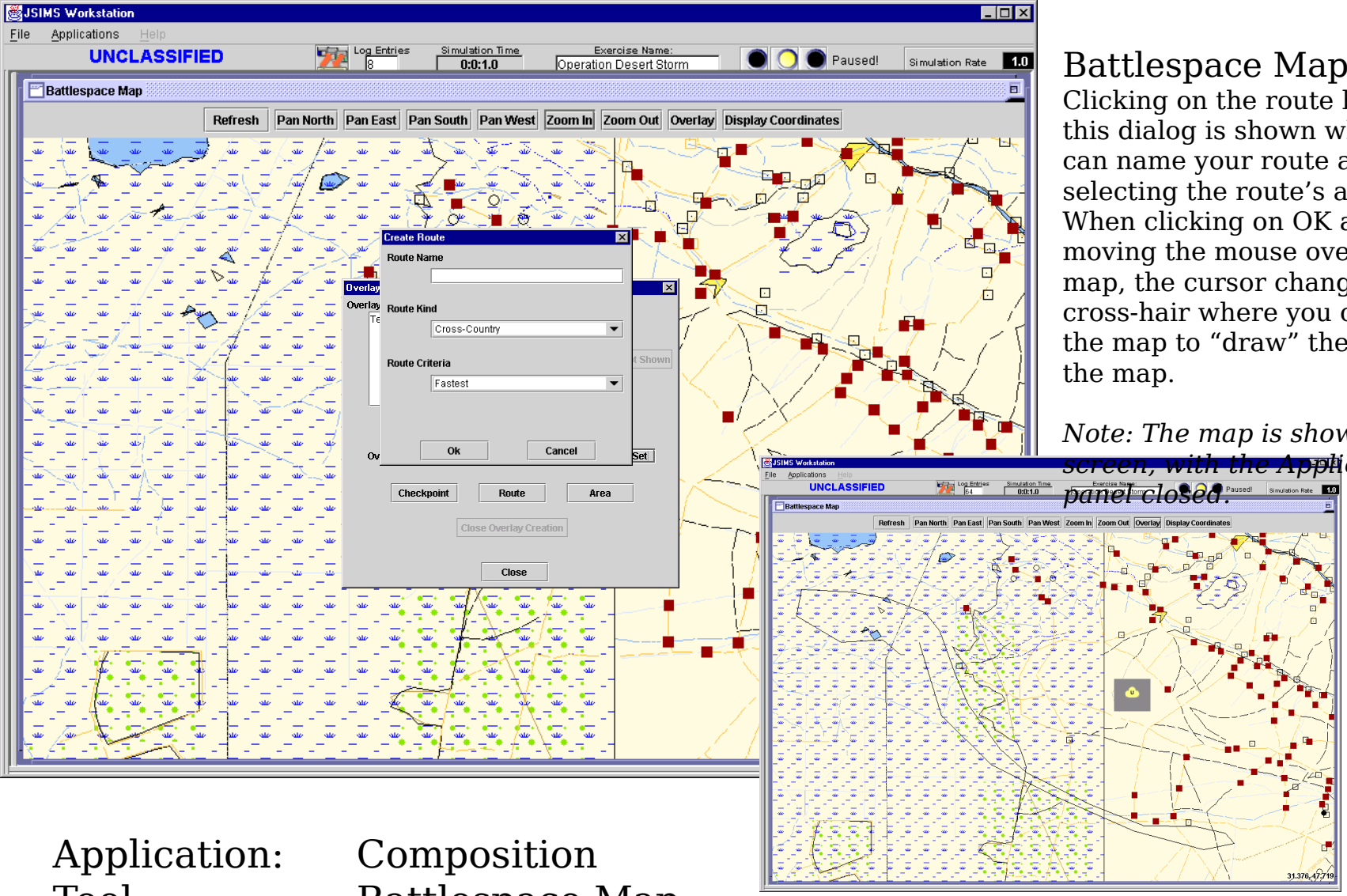
Use Cases:
•UCCI003044_EventOperatorEstablishesSne
•UCCI003074_EventOperatorCreatesScenario
Overlay

8/29/99
updated

# Battlespace Map:

Clicking on the route button, this dialog is shown where you can name your route along with selecting the route's attributes. When clicking on OK and moving the mouse over the map, the cursor changes to a cross-hair where you click on the map to "draw" the route on the map.

*Note: The map is shown as full screen, with the Application panel closed.*





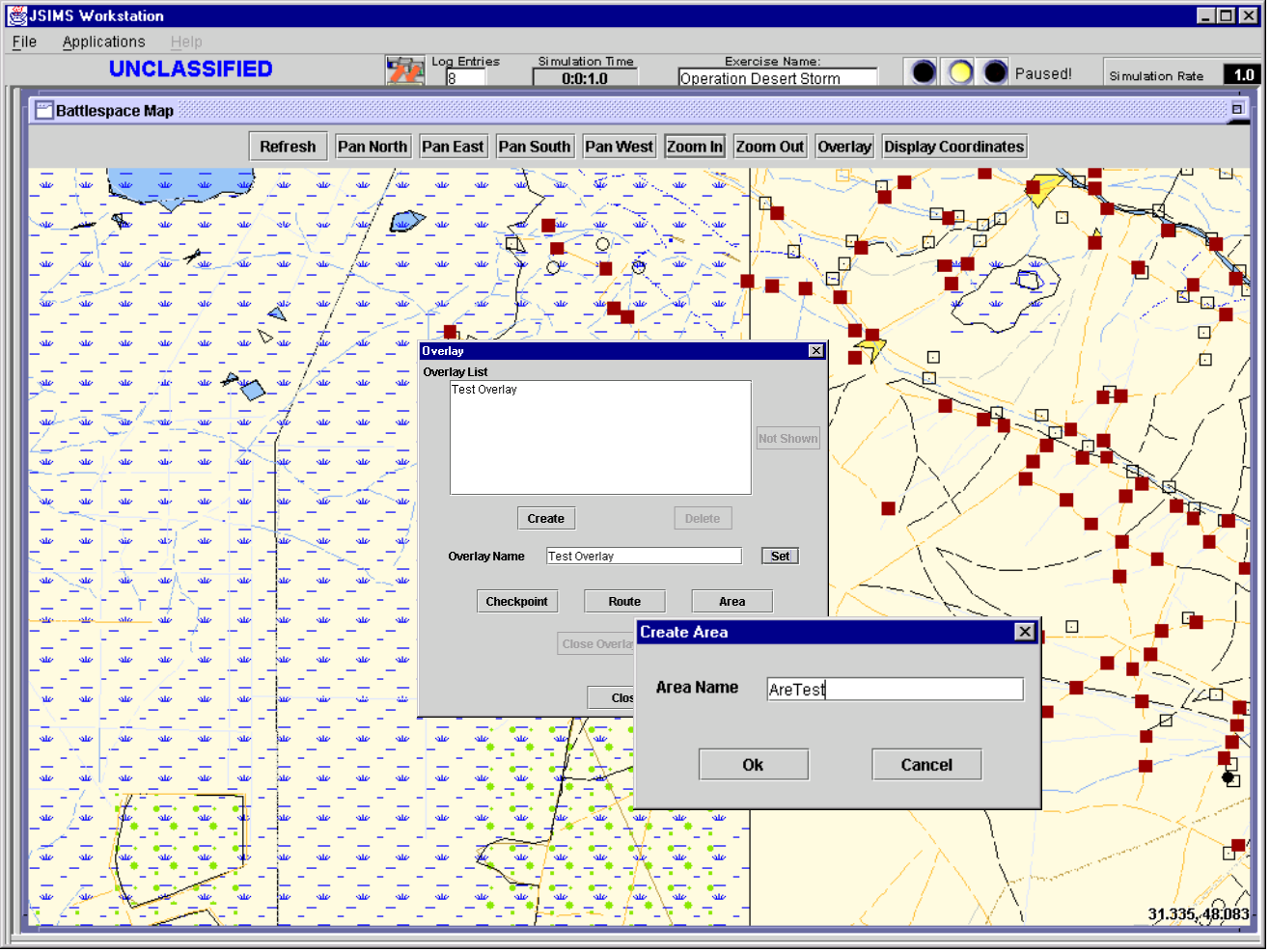


Application: Composition
Tool: Battlespace Map

***Note:***
***Map user interfaces are not shown at this time***

Use Cases:
•UCCI003044_EventOperatorEstablishesSne
•UCCI003074_EventOperatorCreatesScenario Overlay
•UCCI003063_EventOperatorDefinesRoutes

8/29/99 updated




# Battlespace Map:

Clicking on the area button brings up the area name dialog. When an area name is entered, use the mouse to draw the area on the map

*Note: The map is shown as full screen, with the Application panel closed.*

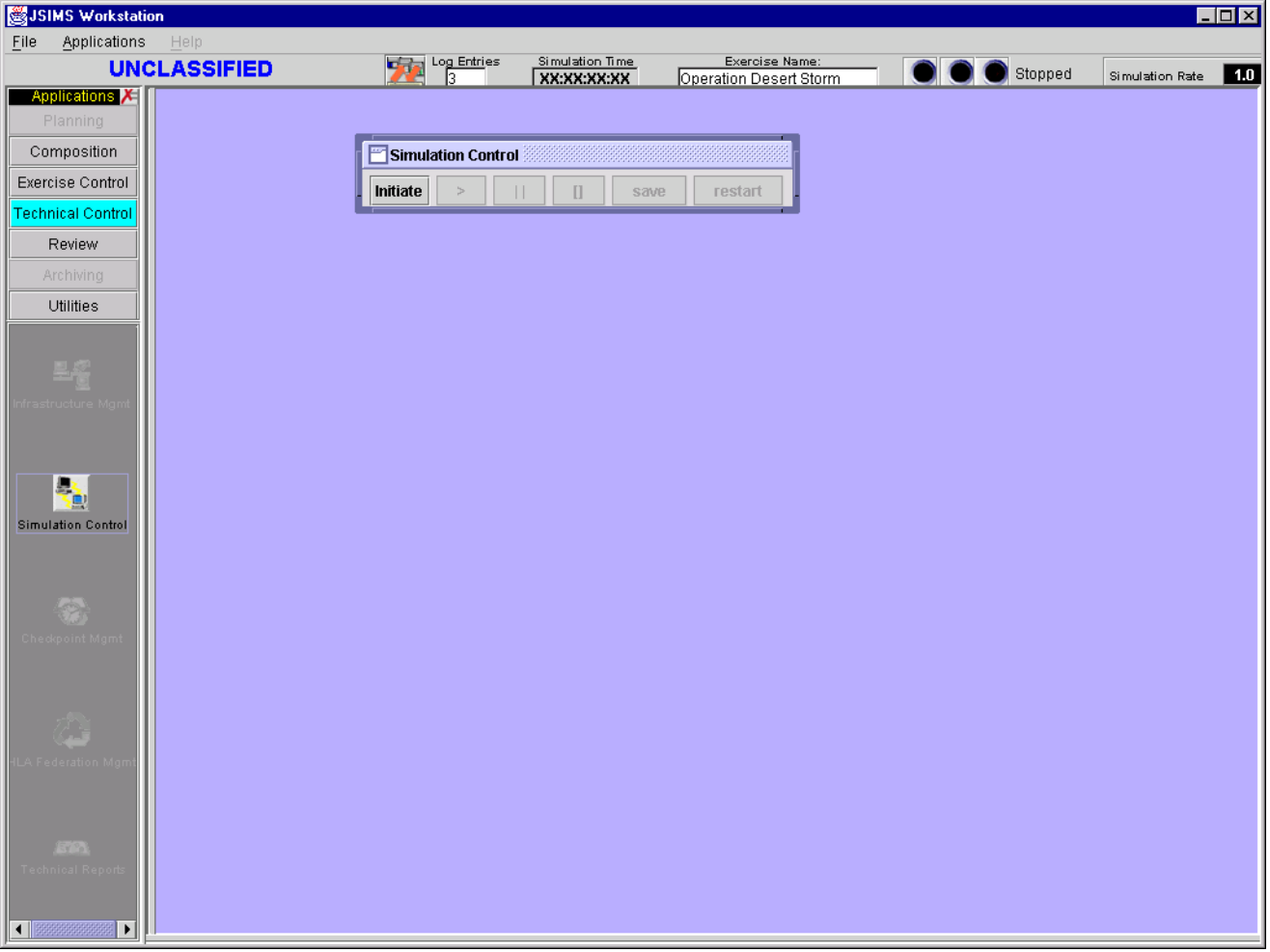
Application: Composition
Tool: Battlespace Map

***Note:***
***Map user interfaces are not shown at this time***

Use Cases:
•UCCI003044_EventOperatorEstablishesSne
•UCCI003074_EventOperatorCreatesScenario Overlay
•UCCI003063_EventOperatorDefinesRoutes

8/29/99 updated

JSIMS Workstation
File
Applications
Help
UNCLASSIFIED
Log Entries
3
Simulation Time
XX:XX:XX:XX
Exercise Name:
Operation Desert Storm
Stopped
Simulation Rate
1.0
Applications
Planning
Composition
Exercise Control
Technical Control
Review
Archiving
Utilities
Infrastructure Mgmt
Simulation Control
Checkpoint Mgmt
HLA Federation Mgmt
Technical Reports
Simulation Control
Initiate
>
| |
[]
save
restart
EXERCISE-EXECUTION
Technical Control Application




# Simulation Control Panel:

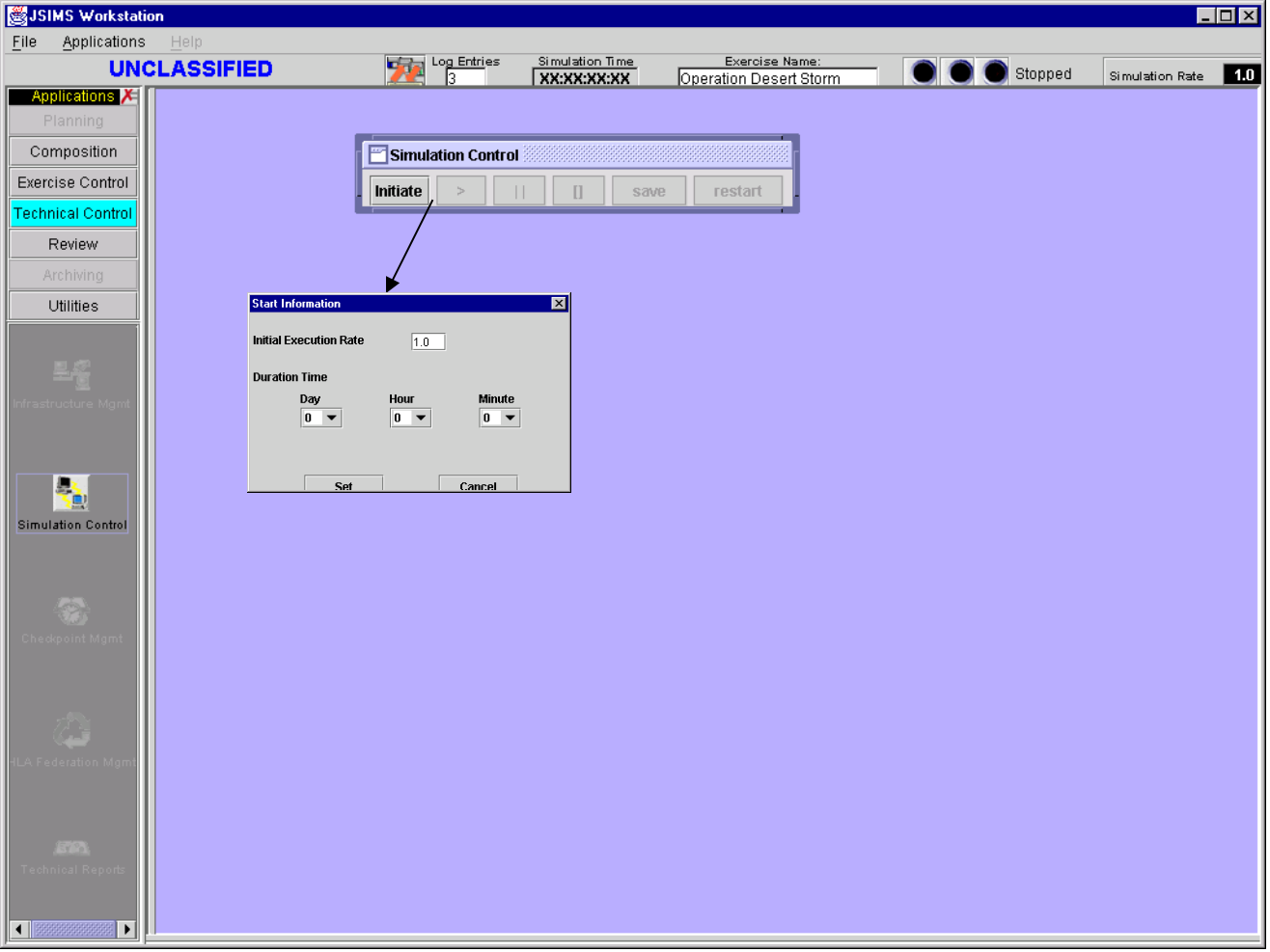
The simulation control panel is used to control the exercise simulation by a technical controller. For B2 the panel is a internal window which allows the user to relocate it anywhere within the map area.

When the panel is first opened, the only button enabled is the initiate button. Depressing this button sends a command to the simulation engine to initialize. When this operation completes, the run button becomes enabled, initiate becomes disabled and the status changes to initialized.

Application: Technical Control
Tool: Simulation Control Panel

Use Cases:
•UCCI004015_EventOperatorManagesSimulation
•UCCI004020_EventOperatorInitiatesSimulationApplications
•UCCI004030_EventOperatorStartsSimulationExecution
•UCCI004035_EventOperatorStopsSimulationExecution
•UCCI004040_EventOperatorPausesSimulationExecution

8/29/99
updated




# Simulation Control Panel:

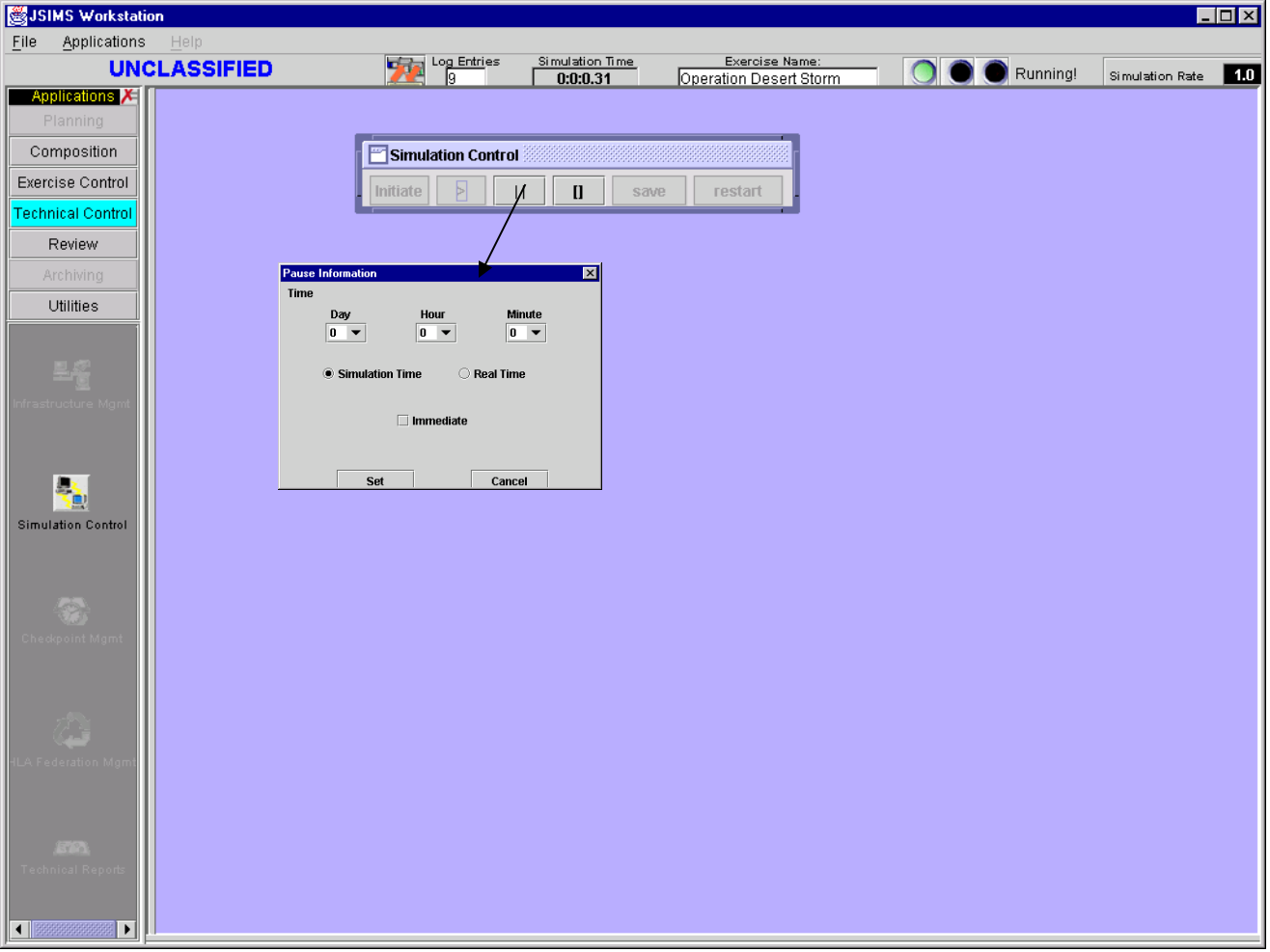
When depressing the run button (>), the following dialog is displayed. Enter the duration time of the simulation (change execution rate is not available until B2A) and click on set.

When the simulation state changes to run mode, the run button becomes disabled, pause and stop buttons become enabled.

Application: Technical Control
Tool: Simulation Control Panel (Run)

Use Cases:
•UCCI004015_EventOperatorManagesSimulation
•UCCI004020_EventOperatorInitiatesSimulationApplications
•UCCI004030_EventOperatorStartsSimulationExecution
•UCCI004035_EventOperatorStopsSimulationExecution
•UCCI004040_EventOperatorPausesSimulationExecution

8/29/99 updated




## Simulation Control Panel:

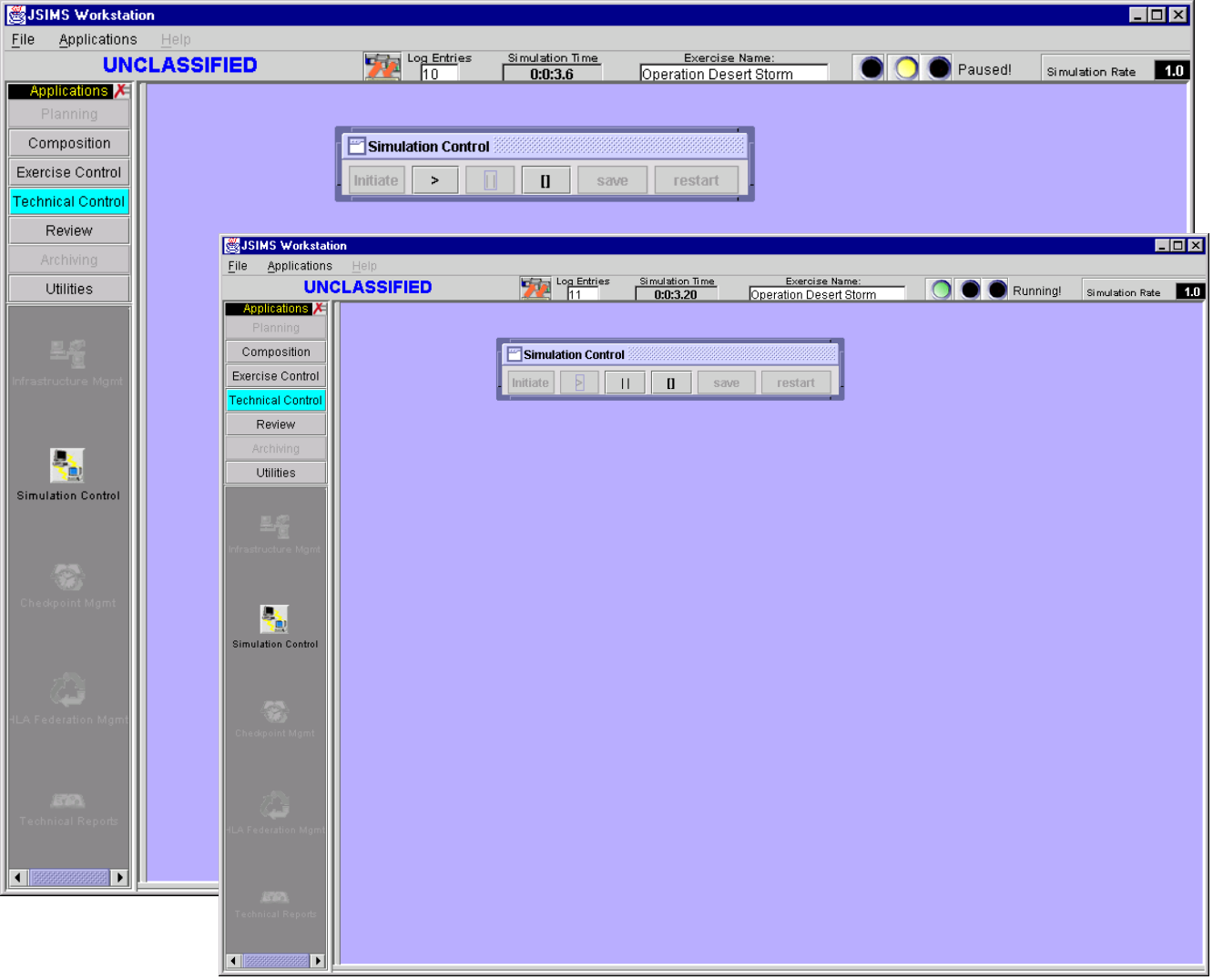
When depressing the pause button (||), the following dialog is displayed. Enter either the simulation time when the pause is scheduled  or click on immediate.

When the simulation state changes to paused mode, the run button becomes enabled, pause becomes disabled and stop button is enabled.

Application: Technical Control
Tool: Simulation Control Panel (Pause)

Use Cases:
•UCCI004015_EventOperatorManagesSimulation
•UCCI004020_EventOperatorInitiatesSimulationApplications
•UCCI004030_EventOperatorStartsSimulationExecution
•UCCI004035_EventOperatorStopsSimulationExecution
•UCCI004040_EventOperatorPausesSimulationExecution

8/29/99 updated



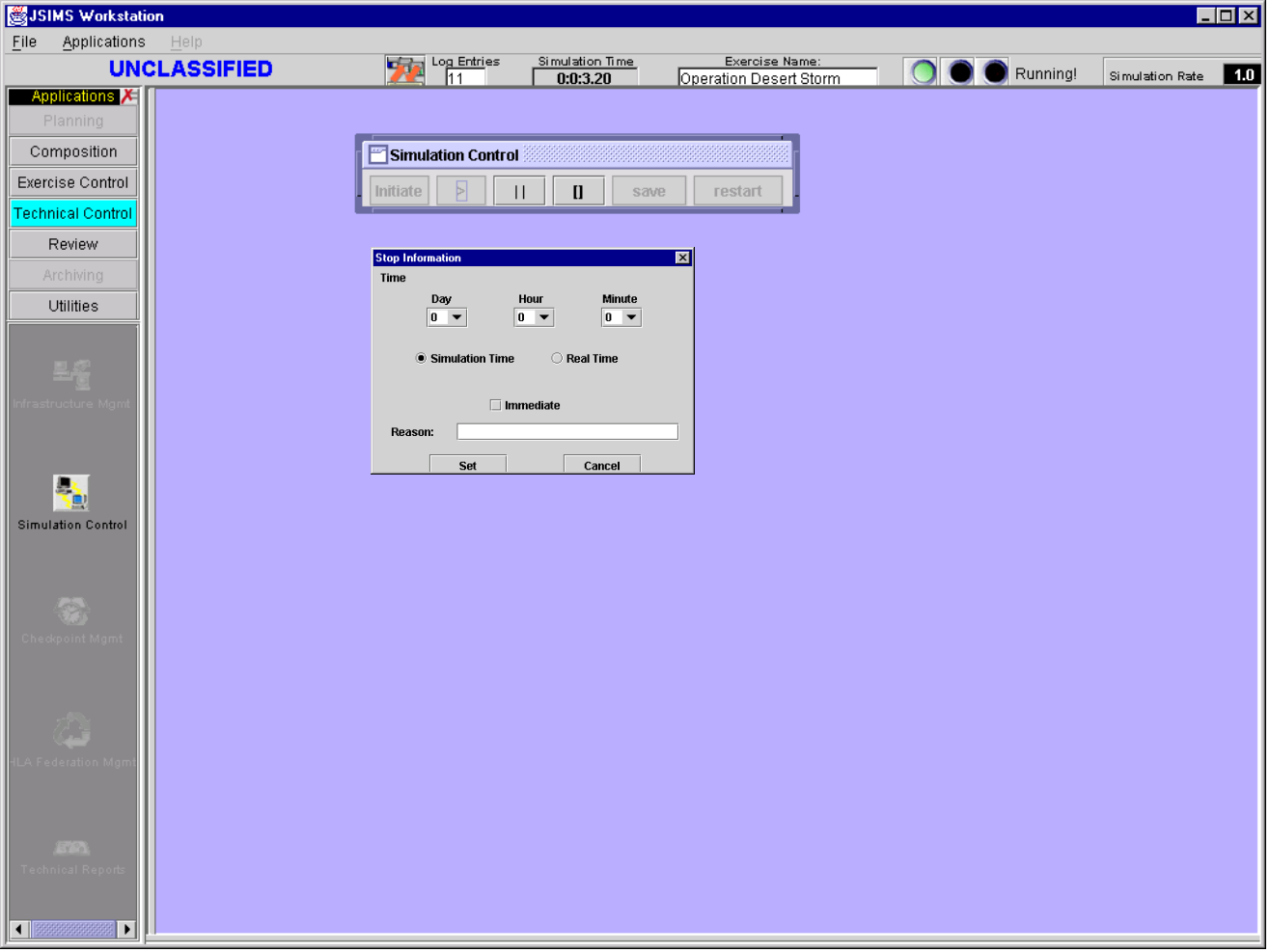

# Simulation Control Panel:

These screens show what happens when the run button is depressed during a pause state (resume).

*Note: The simulation state changes from paused to running.*

Application: Technical Control
Tool: Simulation Control Panel (Resume)

Use Cases:
•UCCI004015_EventOperatorManagesSimulation
•UCCI004020_EventOperatorInitiatesSimulationApplications
•UCCI004030_EventOperatorStartsSimulationExecution
•UCCI004035_EventOperatorStopsSimulationExecution
•UCCI004040_EventOperatorPausesSimulationExecution



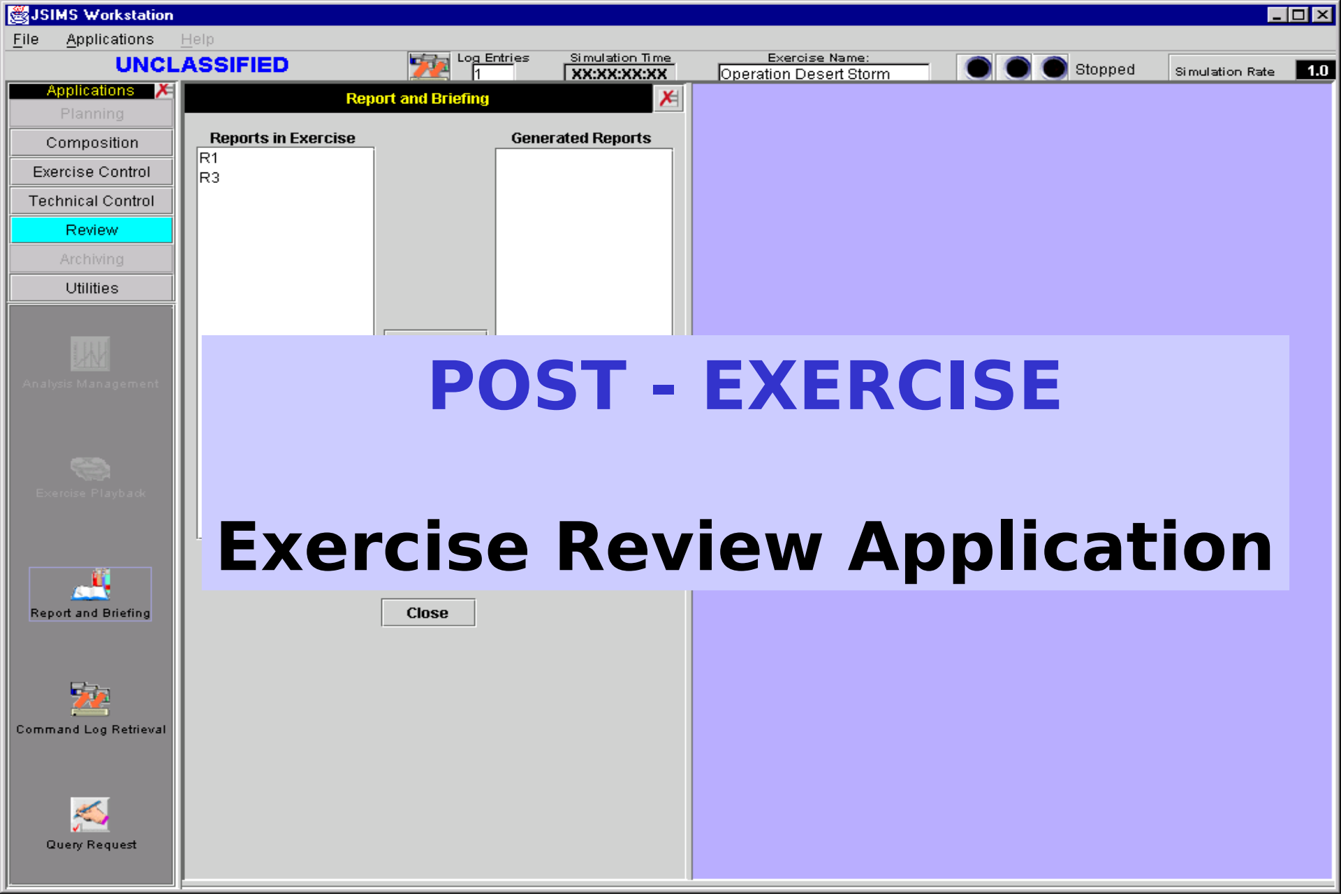

# Simulation Control Panel:

When the stop button is depressed, the following dialog is displayed. The user has the option of either requesting to stop the simulation at a certain time or immediately. Note: a reason why the simulation is to be stopped needs to be entered.

Application: Technical Control
Tool: Simulation Control Panel (Stop)

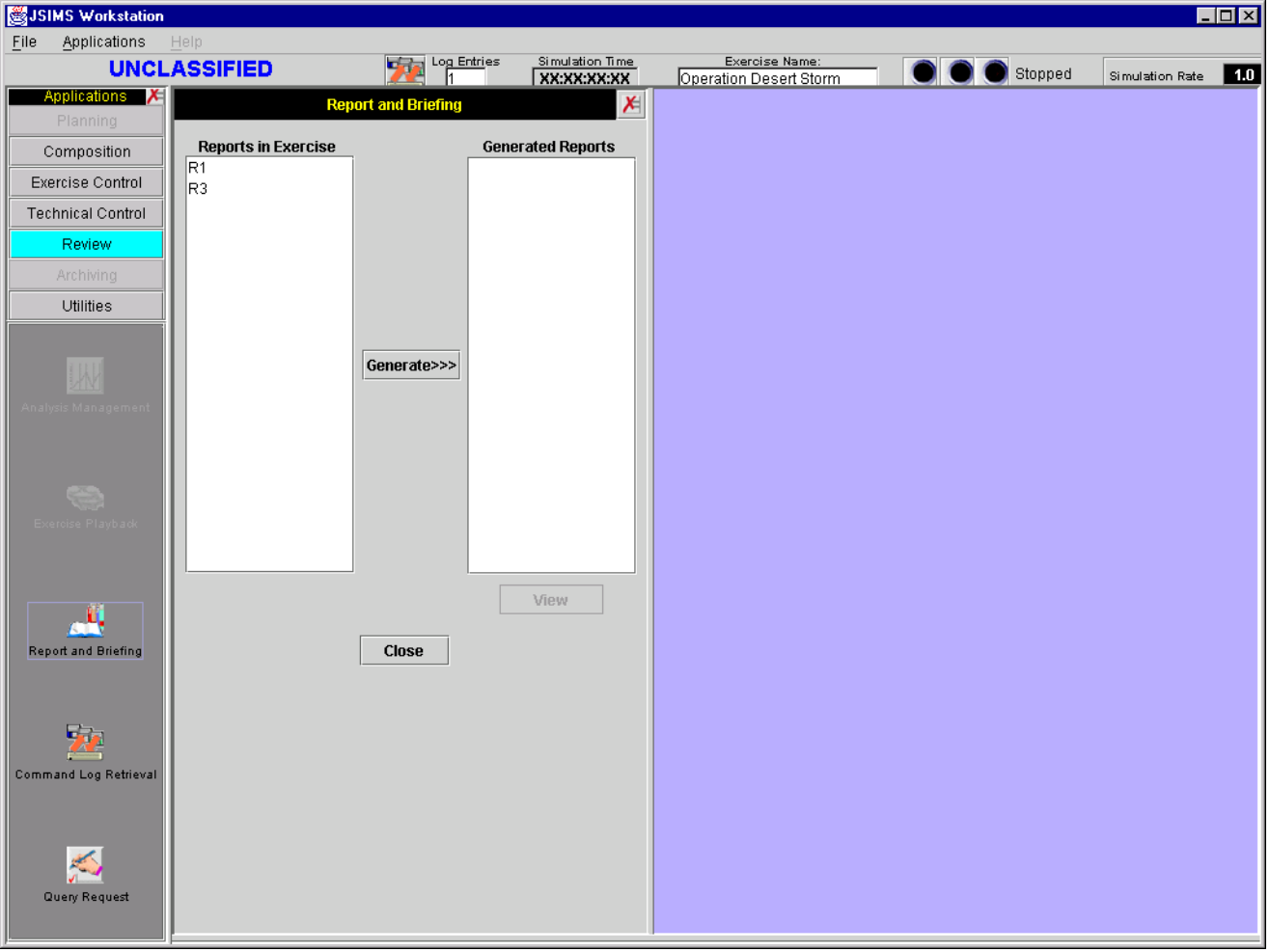
Use Cases:
•UCCI004015_EventOperatorManagesSimulation
•UCCI004020_EventOperatorInitiatesSimulationApplications
•UCCI004030_EventOperatorStartsSimulationExecution
•UCCI004035_EventOperatorStopsSimulationExecution
•UCCI004040_EventOperatorPausesSimulationExecution

8/29/99
updated




# POST - EXERCISE

# Exercise Review Application




## Report and Briefing:

This tool is used to produce a report defined during the pre-exercise phase using the tools in the Composition application. When selecting a report and clicking on the generate button, the report format specification (previously defined) is extracted and the appropriate COTS tool is invoked.

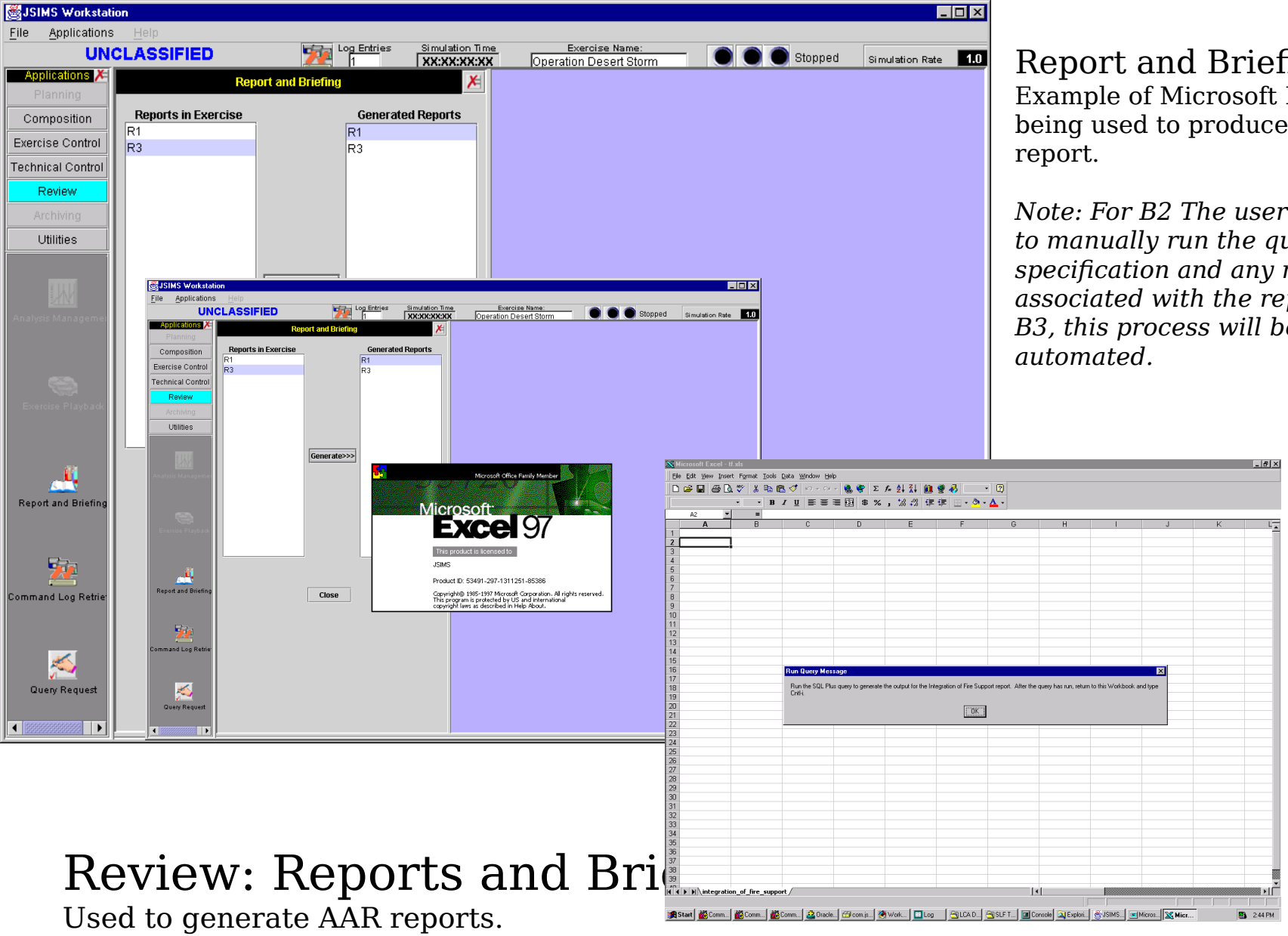
Application: Review
Tool: Report and Briefing

Use Cases:
•UCCI005320_EventOperatorRequestsAReport

# Report and Briefing:

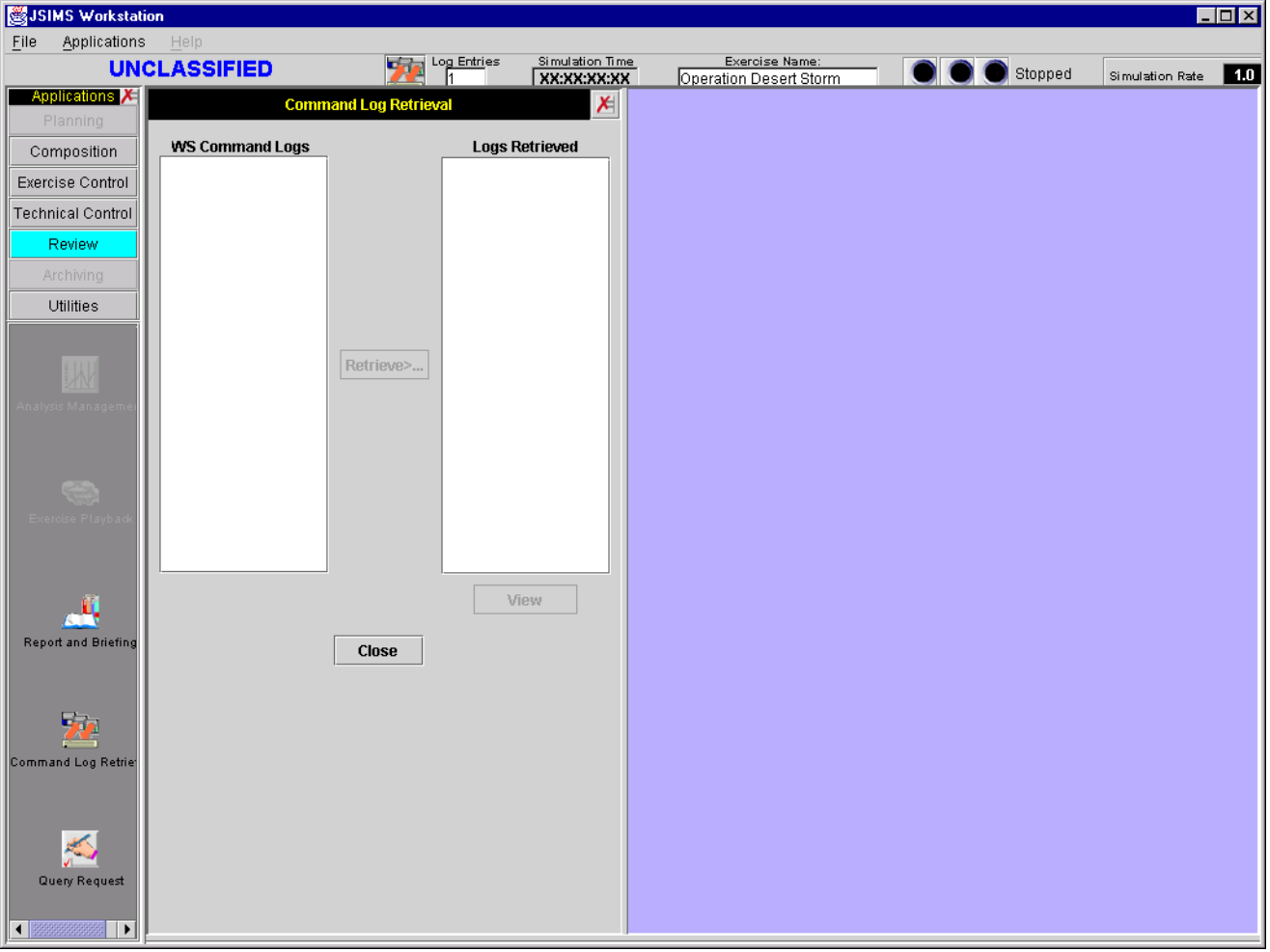
Example of Microsoft Excel being used to produce the report.

*Note: For B2 The user will have to manually run the query specification and any macros associated with the report. For B3, this process will be semi-automated.*




# Review: Reports and Bri

Used to generate AAR reports.




# Command Log Retrieval:

This tool is used to extract the command logs from the other JSIMS workstations. For B2 this will be done using a manual processs:

- either using a shared directory on each workstation or
- using email to send the files (as attachments)

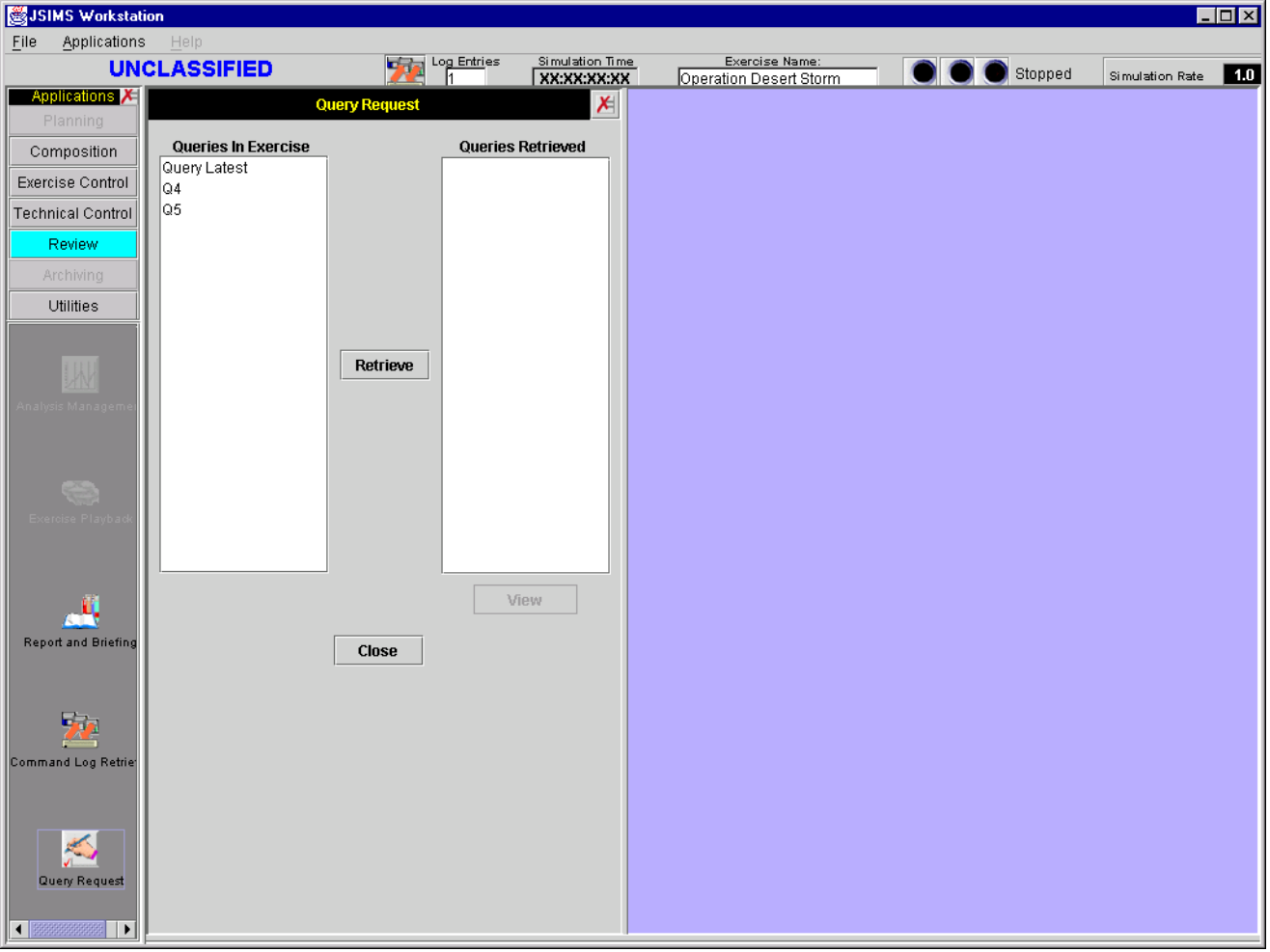
*In B3 this will be an semi-automated function, where the user will select what logs are required and clicking on the retrieval button the files will be extracted to the local drive.*

Application: Review

Tool: Command Log Retrieval

Use Cases:

- UCCI005420_EventOperatorRetrievesCommandLog

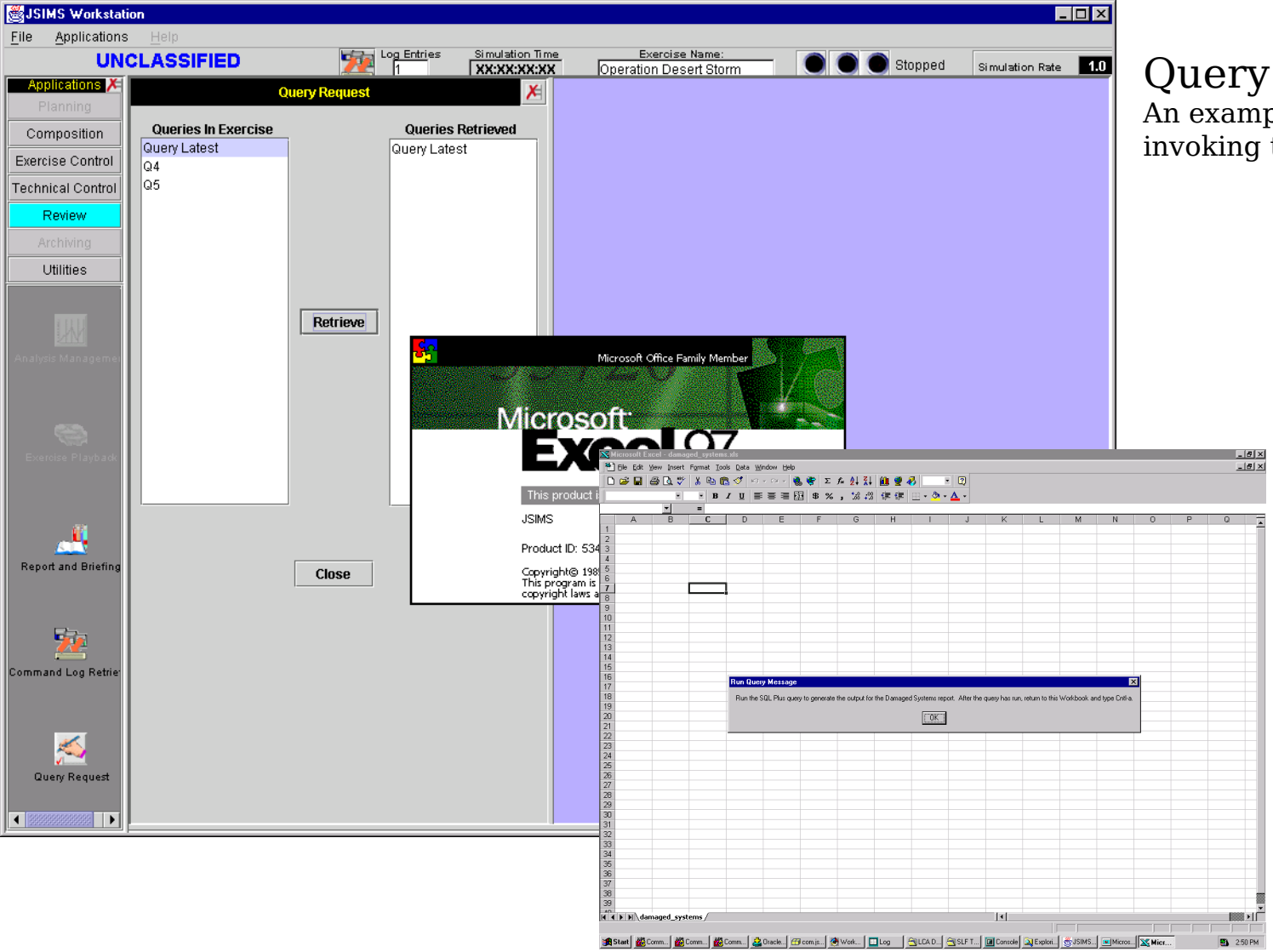



# Query Request:

This tool is used to extract the query specifications defined during the pre-exercise activities (or during exercise execution) to the local workstation. In B2 this will invoke the associated COTS tool and the user will have to perform the query manually. In B3 this will be an semi-automated function.

Application: Review
Tool: Query Request

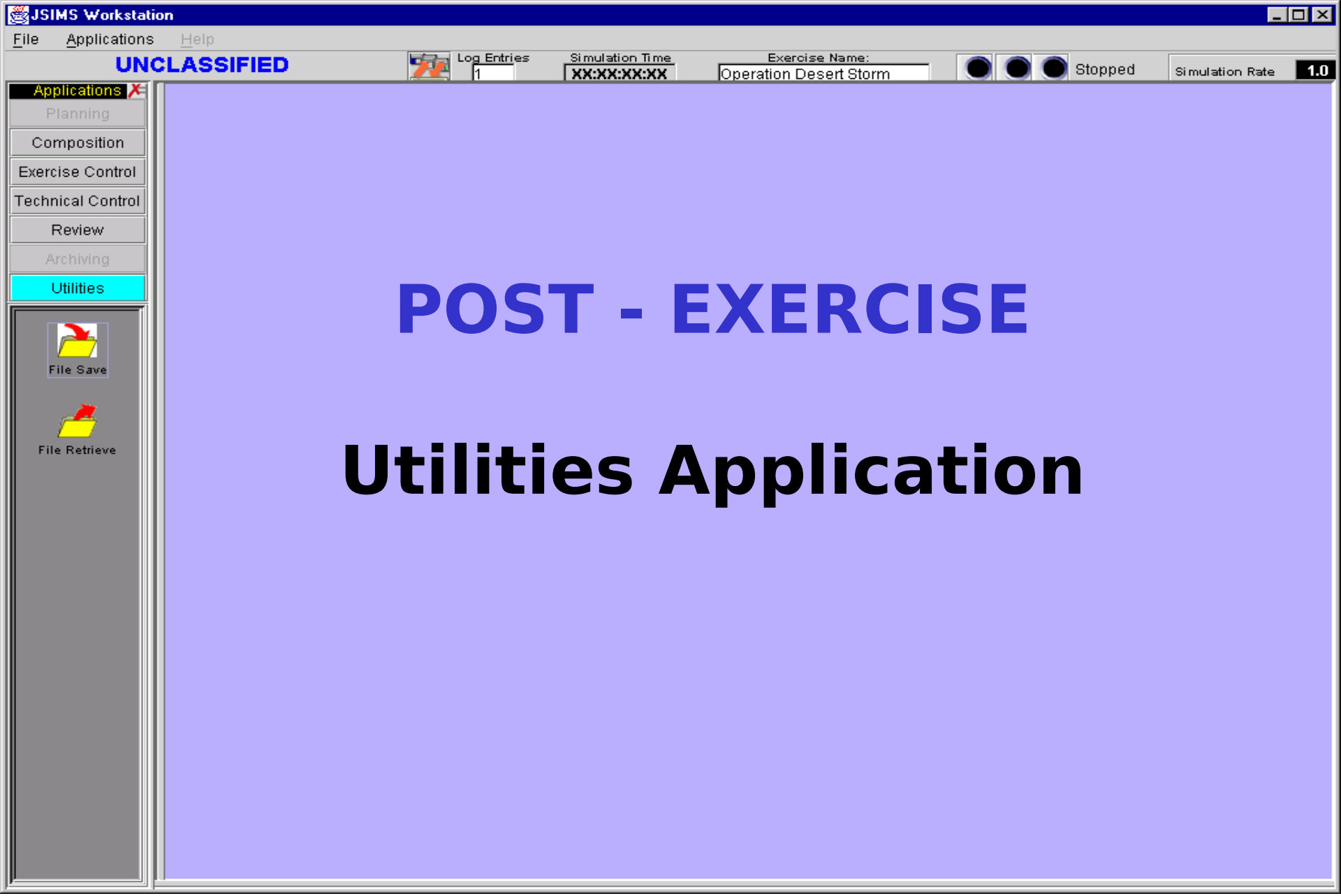
Use Cases:
•UCCI005390_EventOperatorRequestsQueryProcessing

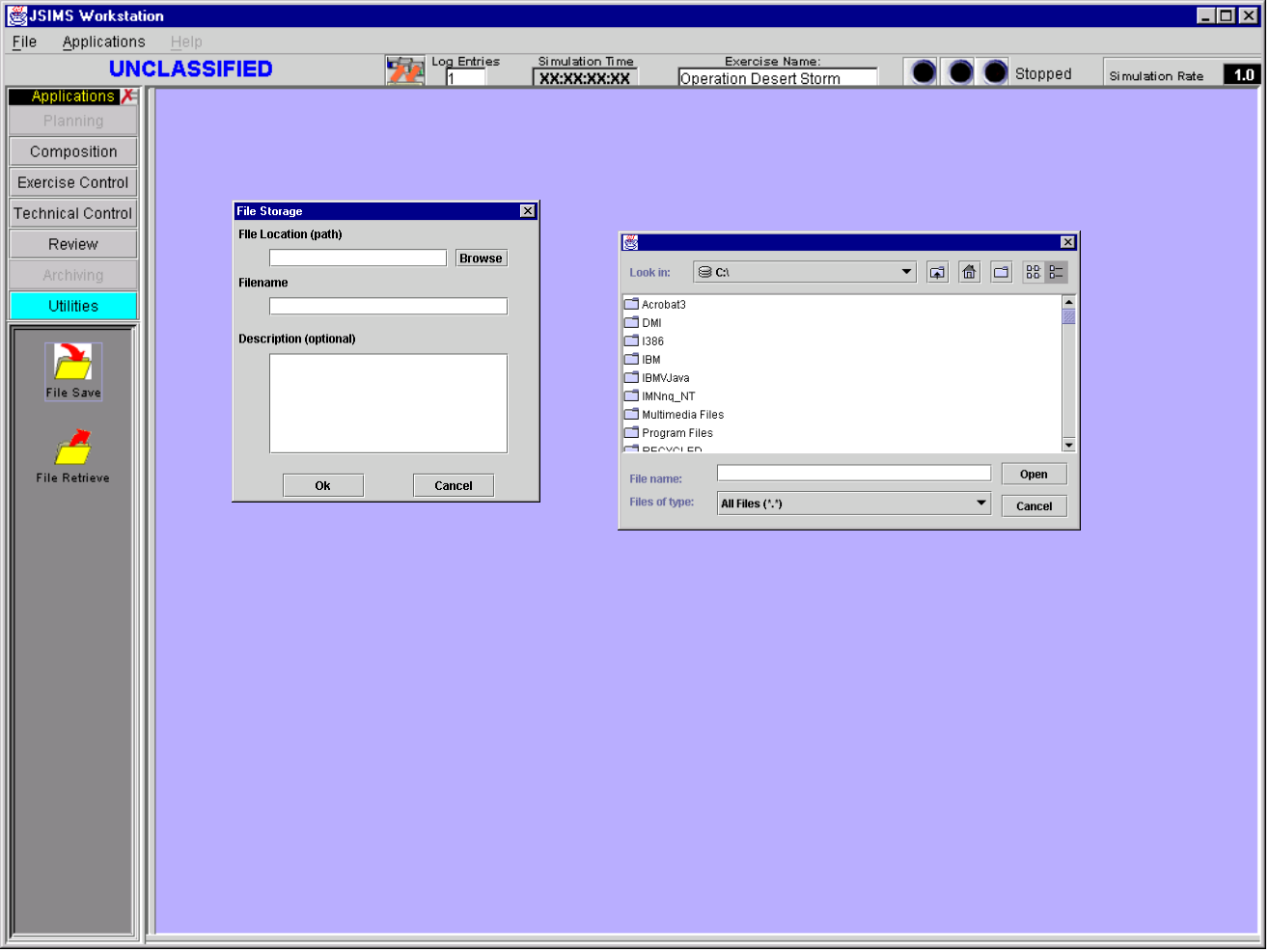



# Query Request:

An example of a query request invoking the COTS tool.

# Review: Query Request


JSIMS Workstation
File
Applications
Help
UNCLASSIFIED
Log Entries
1
Simulation Time
XX:XX:XX:XX
Exercise Name:
Operation Desert Storm
Stopped
Simulation Rate
1.0
Applications
Planning
Composition
Exercise Control
Technical Control
Review
Archiving
Utilities
File Save
File Retrieve
POST - EXERCISE
Utilities Application

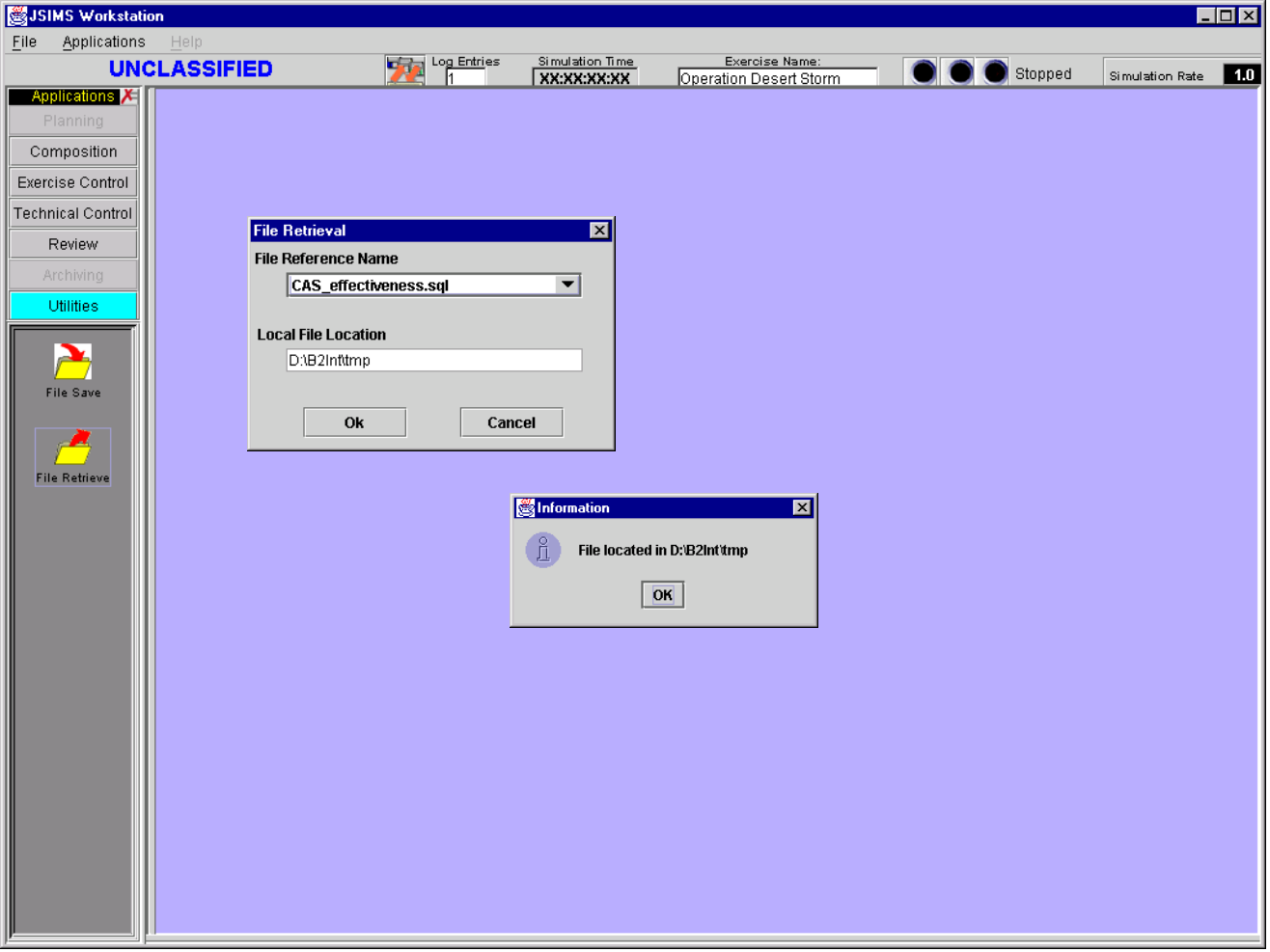



# File Save :

This tool is used to save external files into the CDI for future use or storage.

Application: Utilities
Tool: File Save

Use Cases:
•UCCI005026_EventOperatorStoresSpecifiedDataToCdi

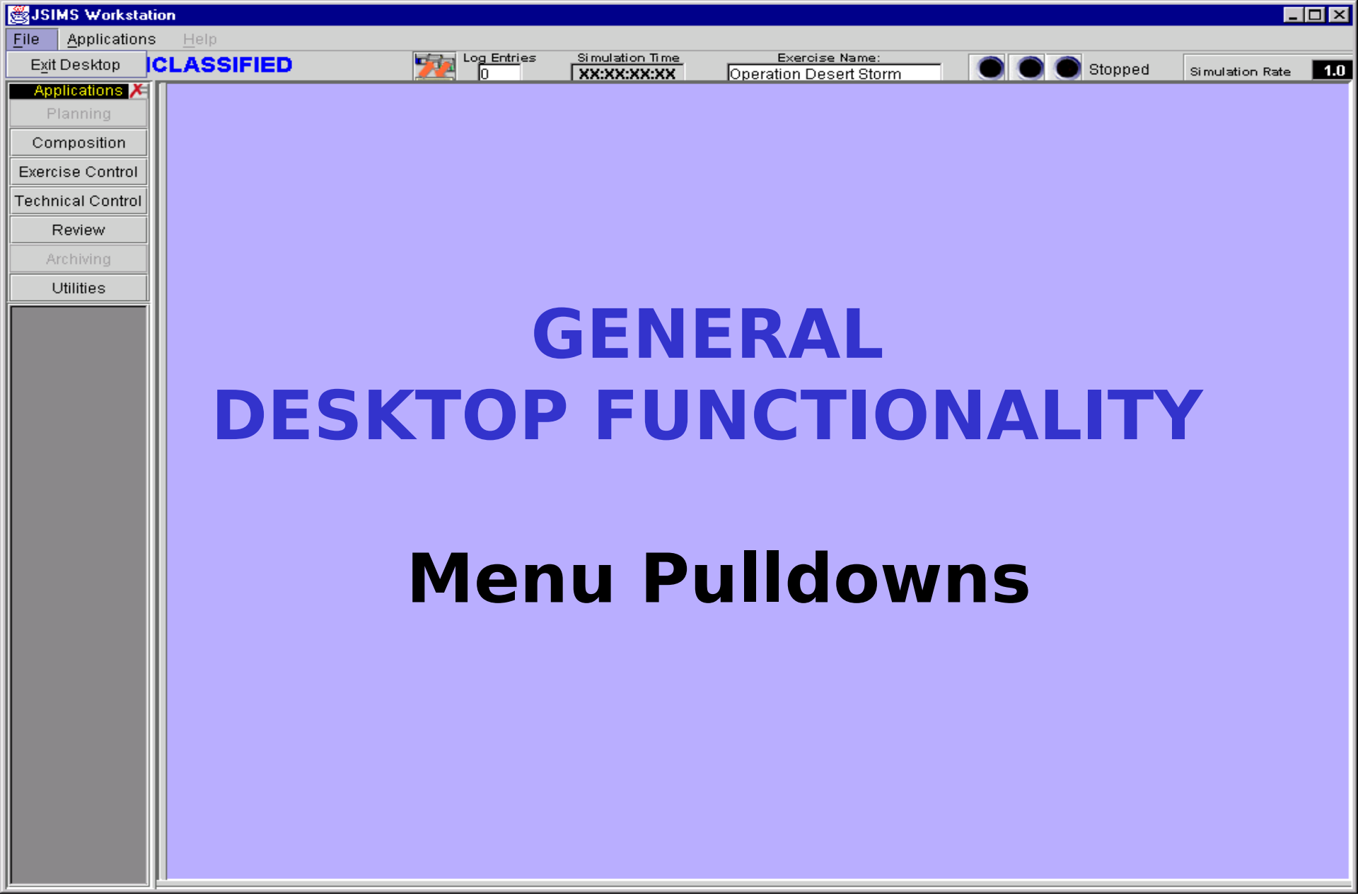


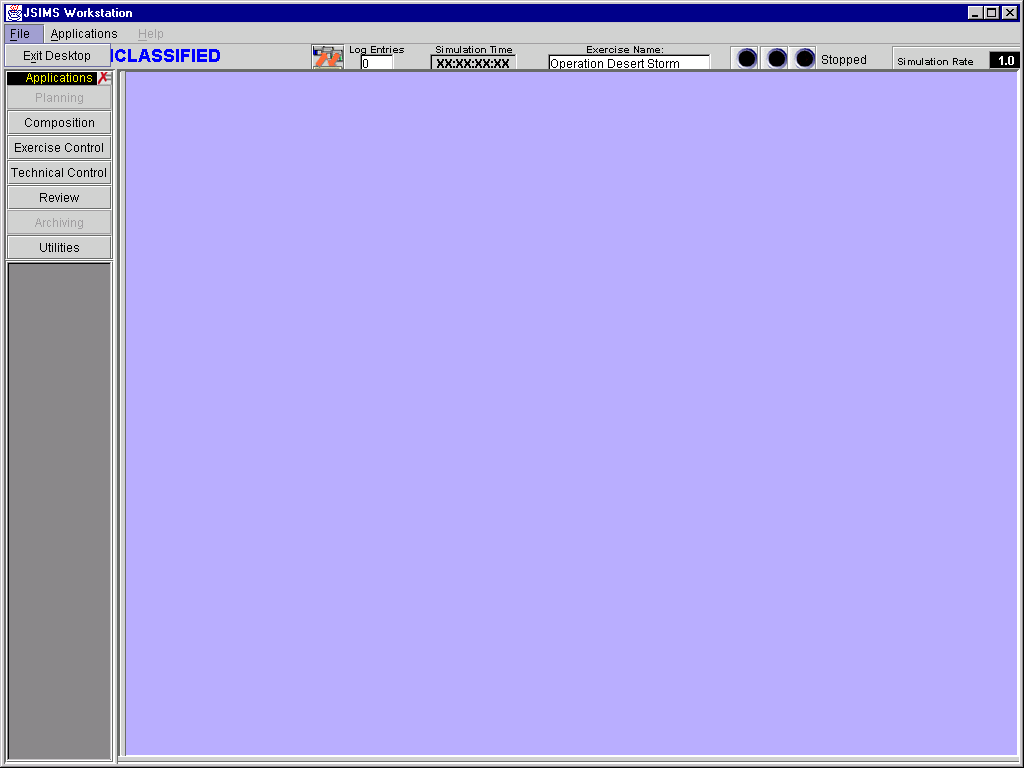

# File Retrieval :

This tool is used to extract files from the CDI to the local workstation (or as defined in the initialization file)

Application: Utilities
Tool: File Retrieval

Use Cases:
•UCCI005027_EventOperatorRetrievesSpecifiedDataFromCdi


JSIMS Workstation
File
Applications
Help
Exit Desktop
CLASSIFIED
Log Entries
0
Simulation Time
XX:XX:XX:XX
Exercise Name:
Operation Desert Storm
Stopped
Simulation Rate
1.0
Applications
Planning
Composition
Exercise Control
Technical Control
Review
Archiving
Utilities
GENERAL
DESKTOP FUNCTIONALITY
Menu Pulldowns

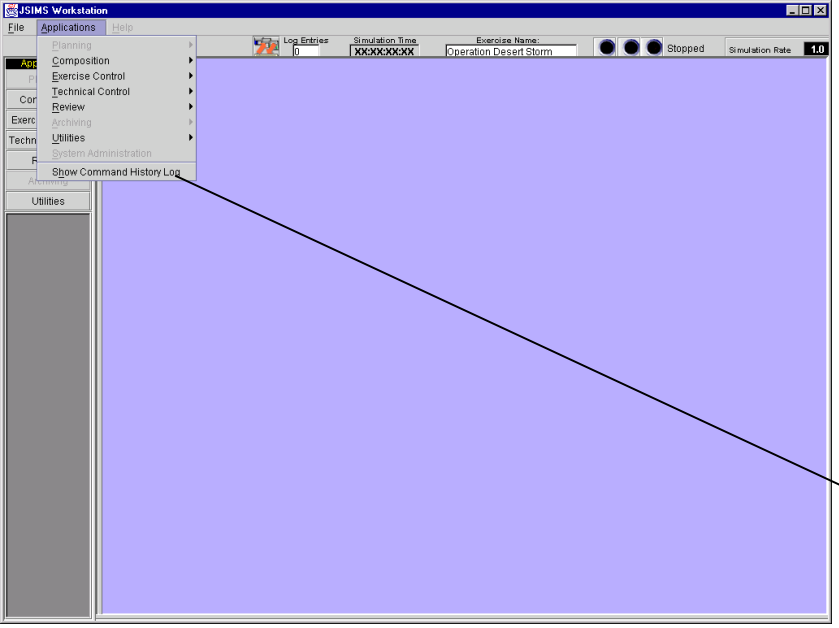


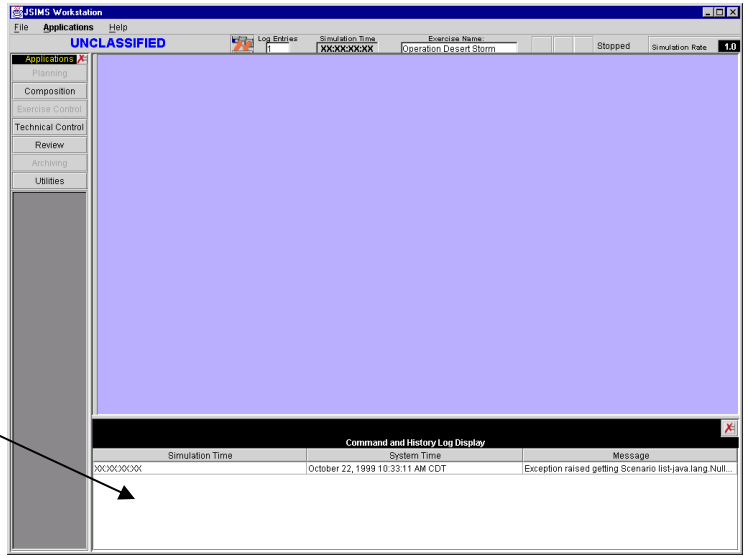

The next following set of slides are used to show how the menus can be used to access functionality within the desktop.

# Menu Pulldowns

## File: Exit Desktop

8/29/99
updated



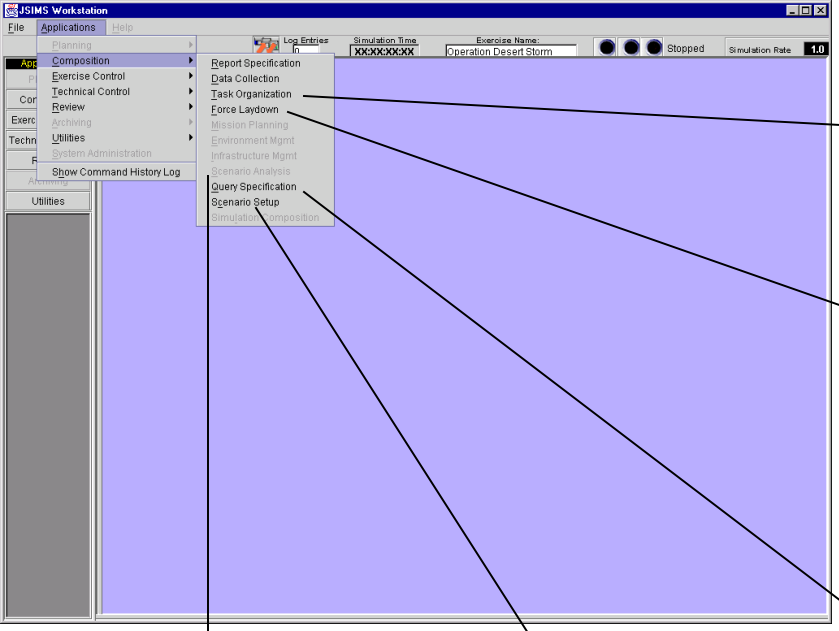

# Menu Pulldowns

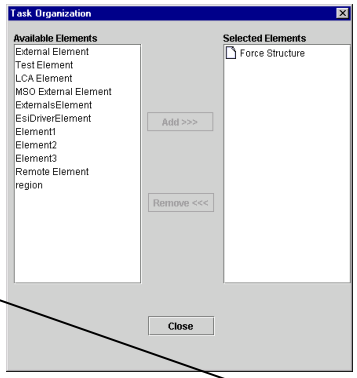
## Applications

- Command History Log

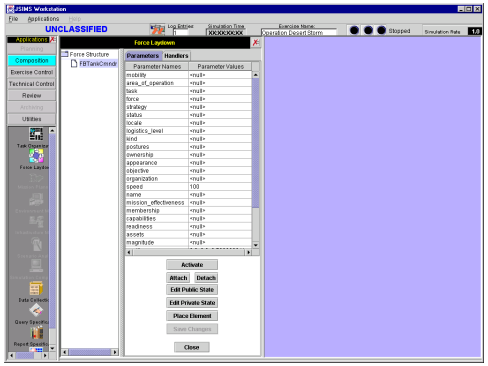
8/29/99

updated

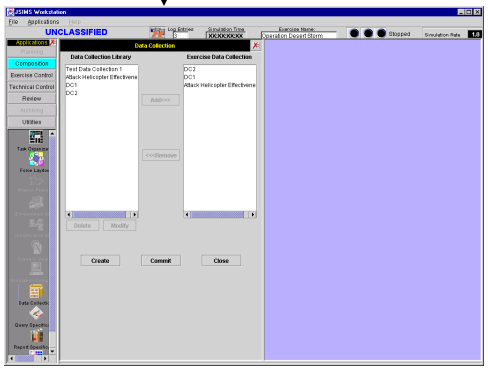


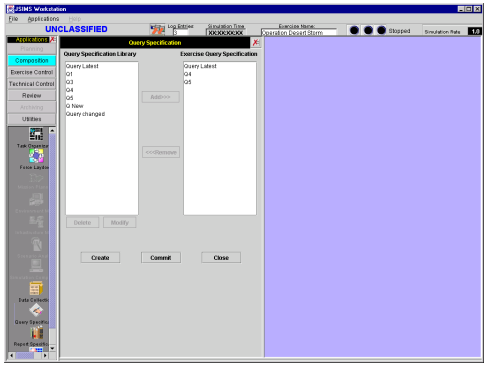

Task Organization



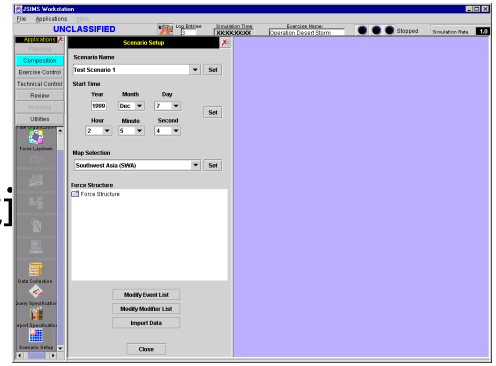

Force Laydown




Data Collection




Query Specification

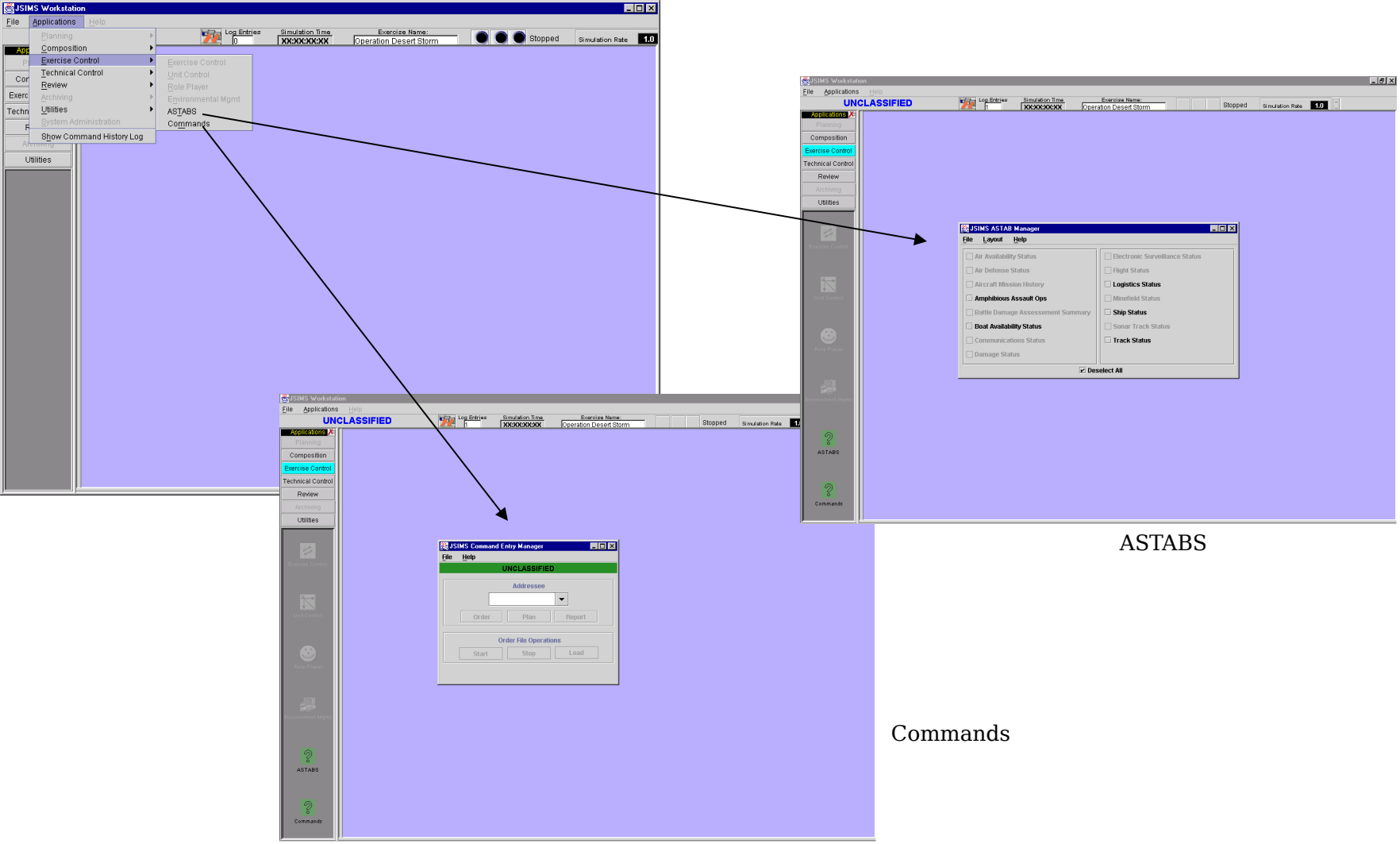



Scenario Setup

# Menu Pulldowns

## Applications / Compositi

8/29/99
updated




ASTABS

Commands

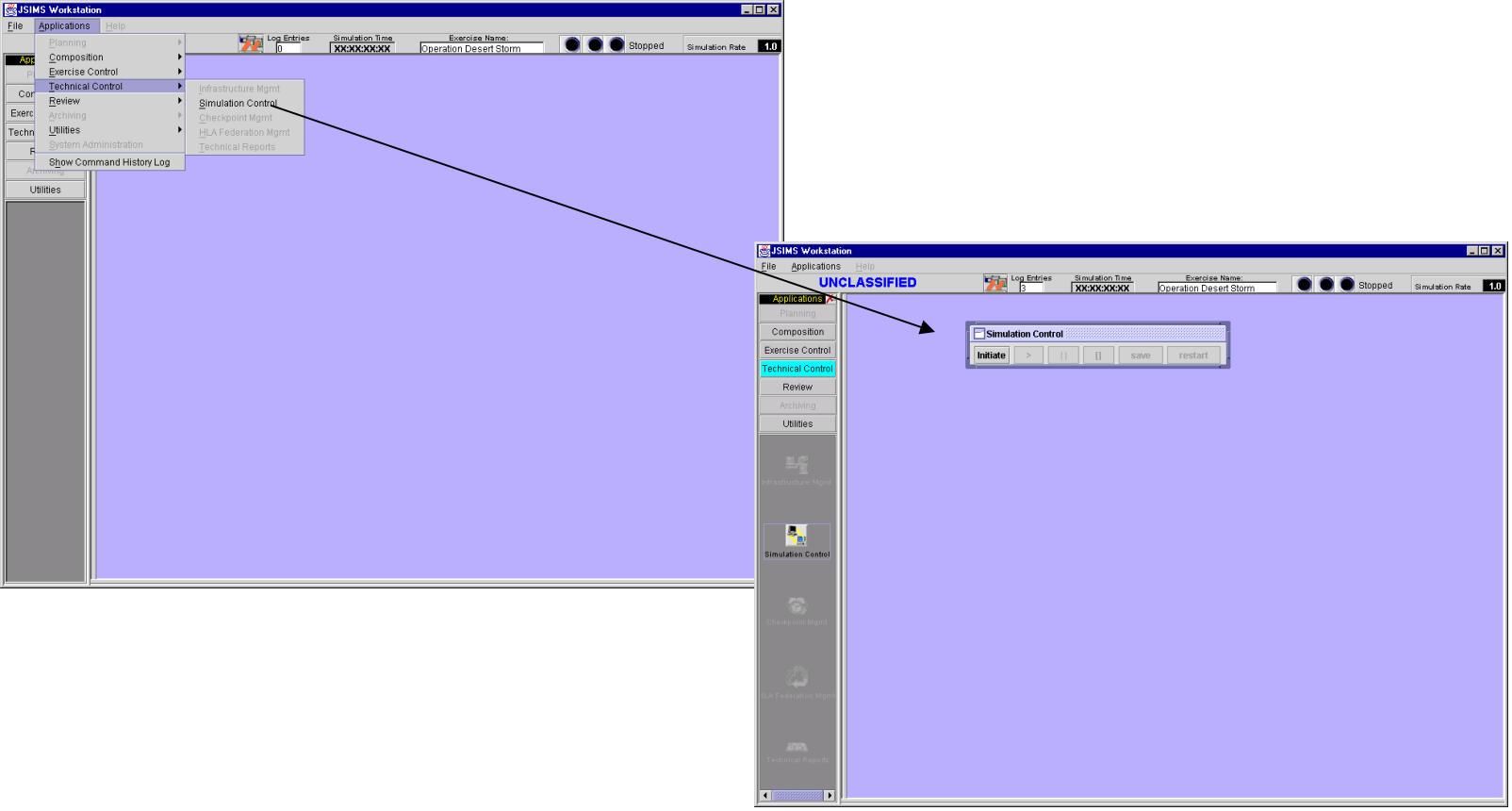
# Menu Pulldowns

## Applications / Exercise Control

Currently, Maritime DA GUI's are available in B2

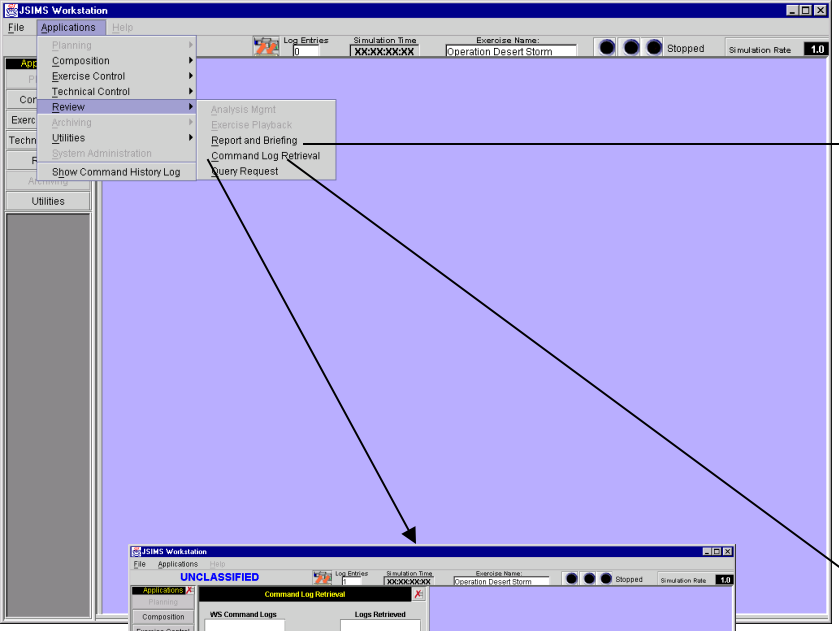
8/29/99

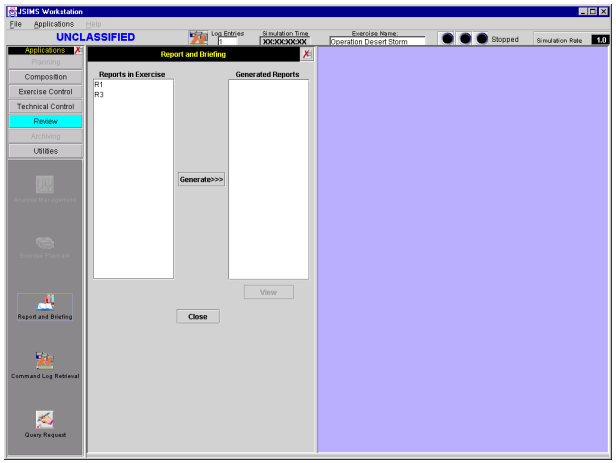
updated



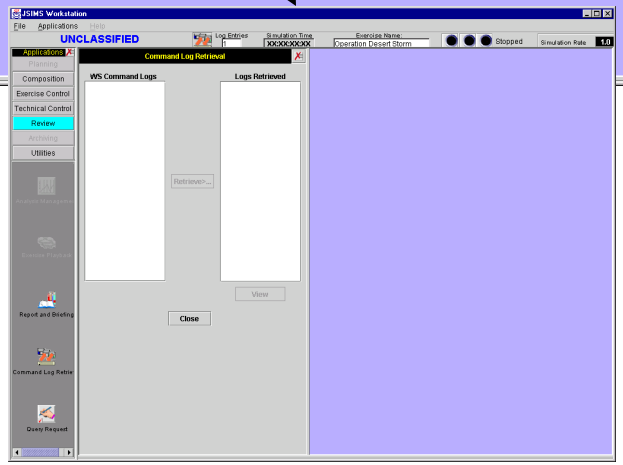

# Menu Pulldowns

## Applications / Technical Control

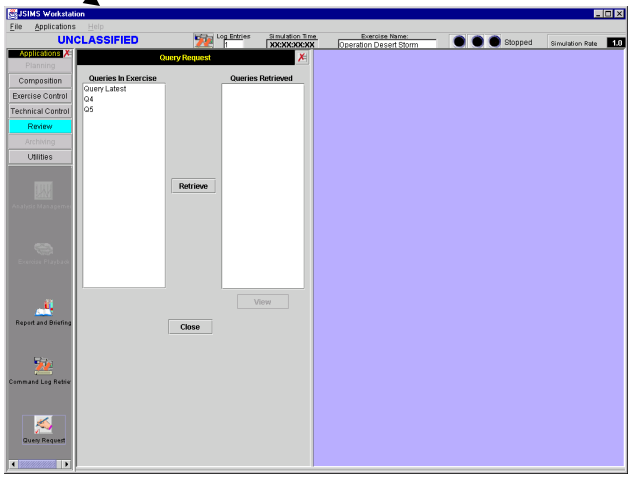



Reports and Briefing




Command History Log Retrieval




Query Request

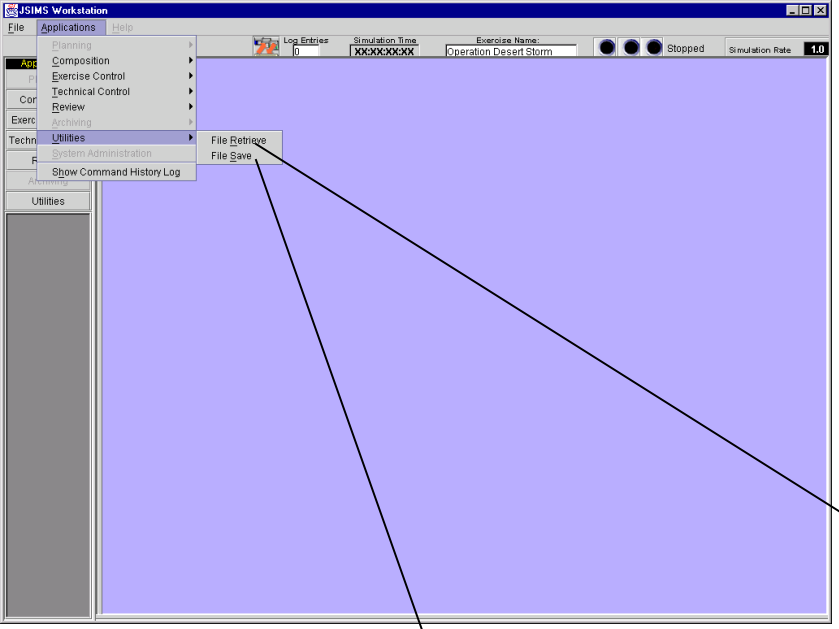
# Menu Pulldowns

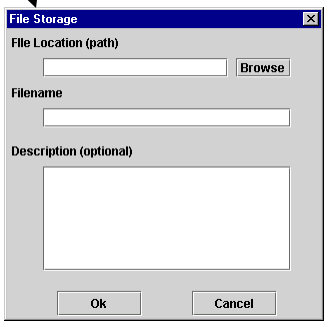
## Applications / Review

8/29/99

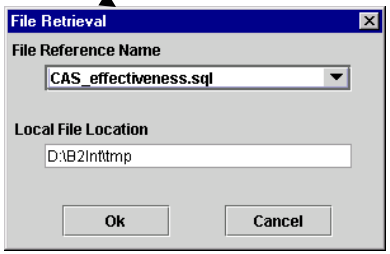
updated

# Applications / Utilities




File Save




File Retrieval

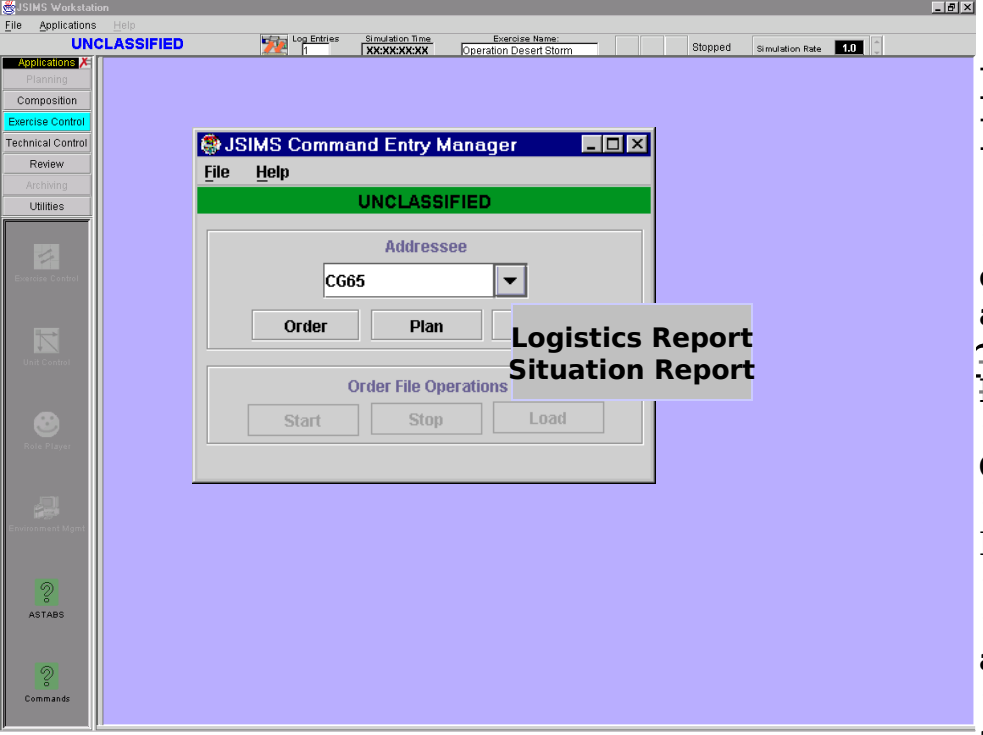
# Menu Pulldowns

# DA Extensions

Maritime

Land

Note:
For B2 LCA DA extensions consist of GUI interfaces only (no functionality exists). The following screens are shown how the DA's plan on extending the LCA desktop functionality.

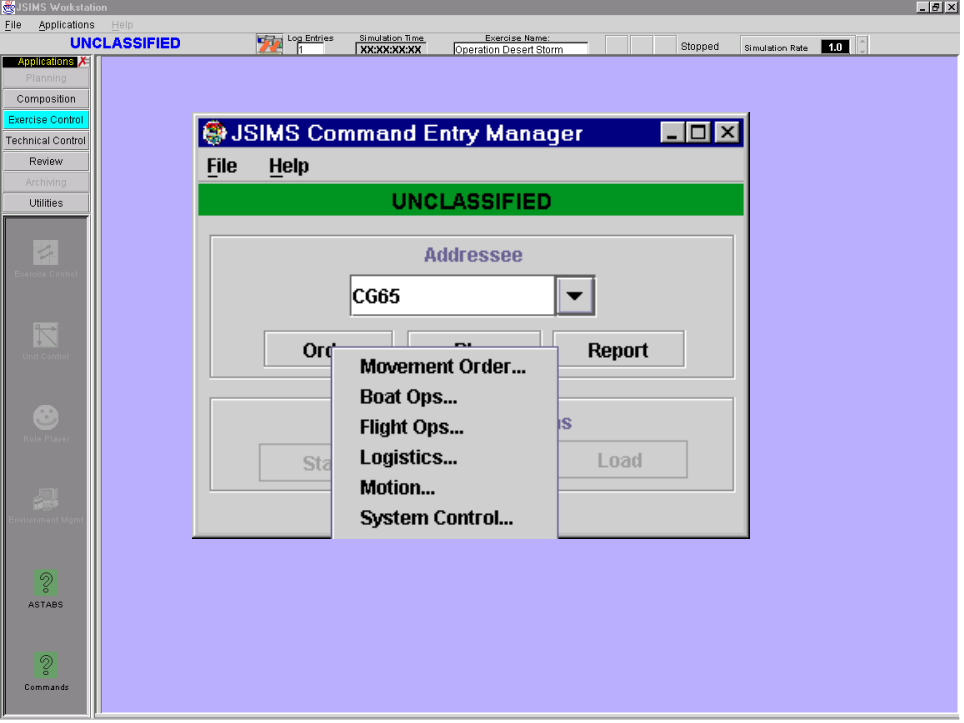



# Maritime Command Entry Manager: Report

- **Command Entry Mgr**: Allows controllers to enter orders, manage plans, display reports, and create and load command files
- **File Menu**: Allows user same options as the **Order File Operations** section.
- **Help Menu**: Displays **Content and Index** of **Command Entry Mgr** help documentation.
- **Addressee**: Used for issuing Orders, Plans or Reports to one or more battlespace units.
- **Order, Plan and Report** buttons may be selected.
- **Report** button selected brings up the report types available to that particular user.
- **Order File Operations** section supports creation and loading of command files.

Application: Exercise Control
Tool: Unit Control

Supports Unit Controller and Senior Controller



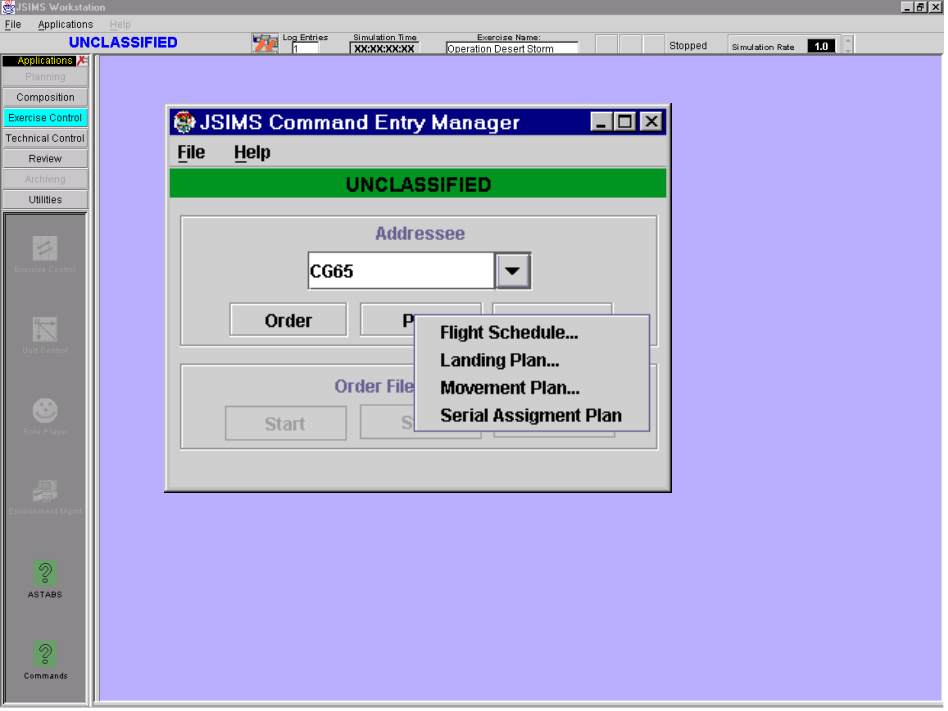

# Maritime Command Entry Manager: Order

**Command Entry Mgr**: Allows controllers to enter orders, manage plans, display reports, and create and load command files

- **Addressee**: Used for issuing Orders to one or more battlespace units.
- **Order** button selected brings up an Order Entry Window formatted tailored to the categories shown in the screenshot.

Application: Exercise Control
Tool: Unit Control

Supports Unit Controller and Senior Controller



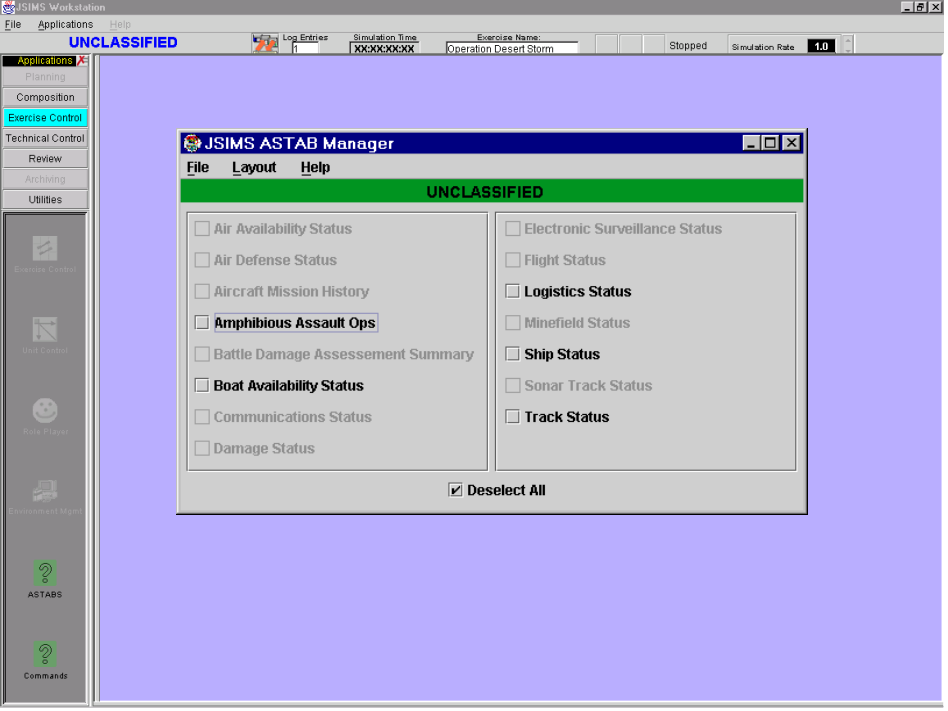

# Maritime Command Entry Manager: Plans

- **Command Entry Mgr**: Allows controllers to enter orders, manage plans, display reports, and create and load command files
- **Addressee**: Used for managing a plan for one or more units.
- **Plans** selected button allows a controller to select a type of plan for an addressee to be created, edited or deleted in the categories

displayed in the screenshot.

Application: Exercise Control
Tool: Unit Control

Supports Unit Controller and Senior Controller




## ASTAB Manager:

- ASTABS provide information to support interactive control.
- User selects number of status boards to be displayed.
- File Menu: Provides user access to save, restore, and exit functions.
- Layout Menu: Allows user to apply tile or cascade presentation scheme to ASTABs.
- Help Menu: Entry Help Contents launches ASTAB help documentation.

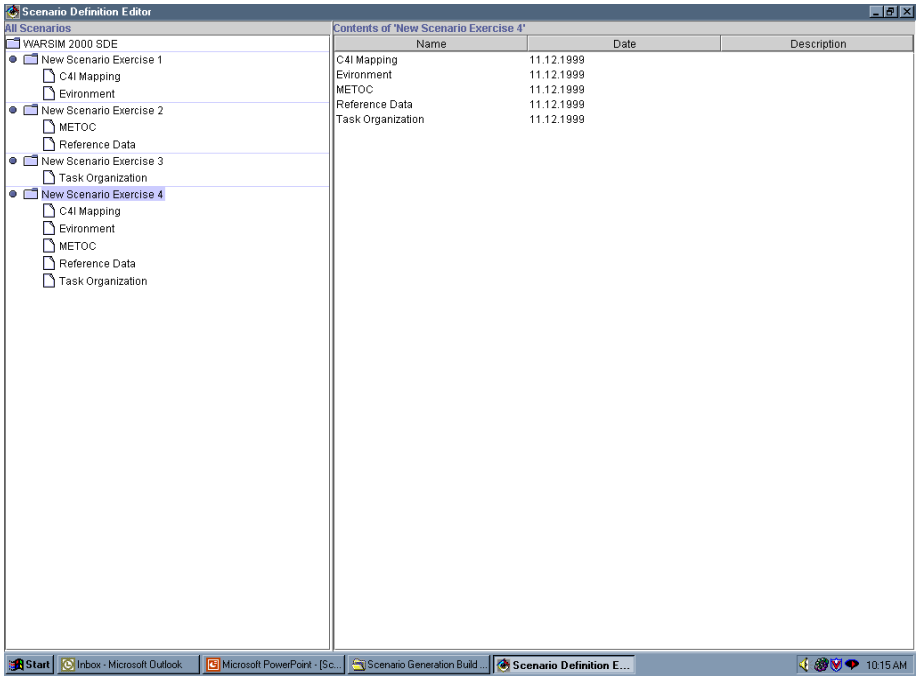
Application: Exercise Control
Tool: ASTAB Manager

Supports Unit Controller and Senior Controller

# DA Extensions

LAND

Maritime

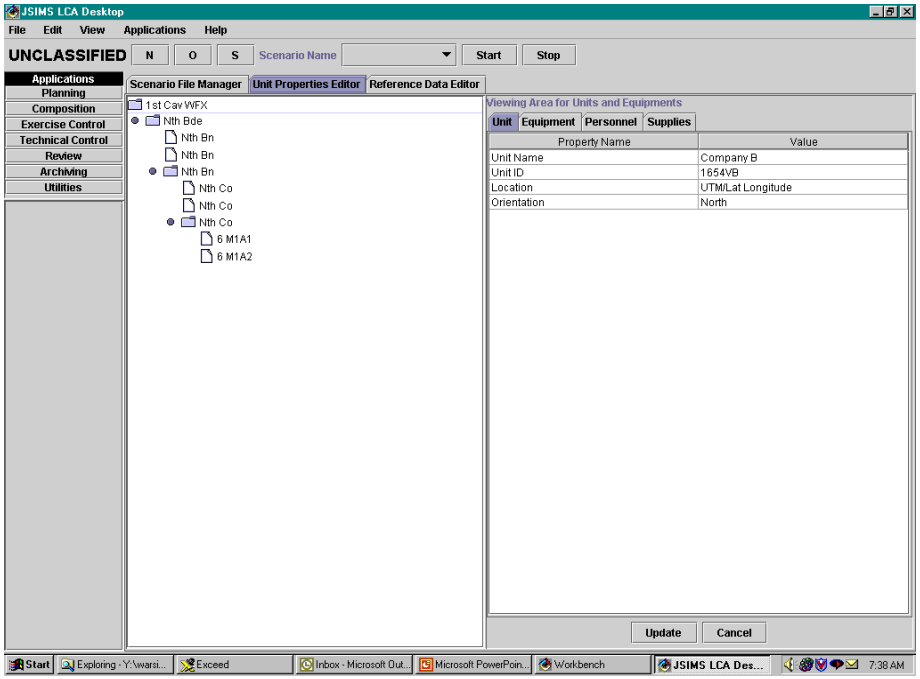



The tool is invoked from the LCA desktop via a button.

# Scenario Definition Editor:

The Scenario Definition Editor is the scenario generation tool which allows the controller to view, create, and manage (cut, copy, paste, and delete) scenario definition files. It is a file manager-like tool with a tree structure on the left and a table structure on the right. The tree structure has a three-level hierarchy. The top level is the scenario definition list. The second contains the scenario definitions themselves. The final level contains the scenario elements. The table structure, consequently has three different structures for viewing each of these levels. The scenario definition list structure displays the name, date, and description of each scenario definition contained in the list. The scenario definition structure shows the name, date, and description of each of its elements. The scenario element view displays the name and value of the attributes associated with the selected element.

The tool contains context sensitive popup menus for both the tree and the table. It also contains a properties dialog that allows for the editing of the properties for a scenario definition or a scenario element.

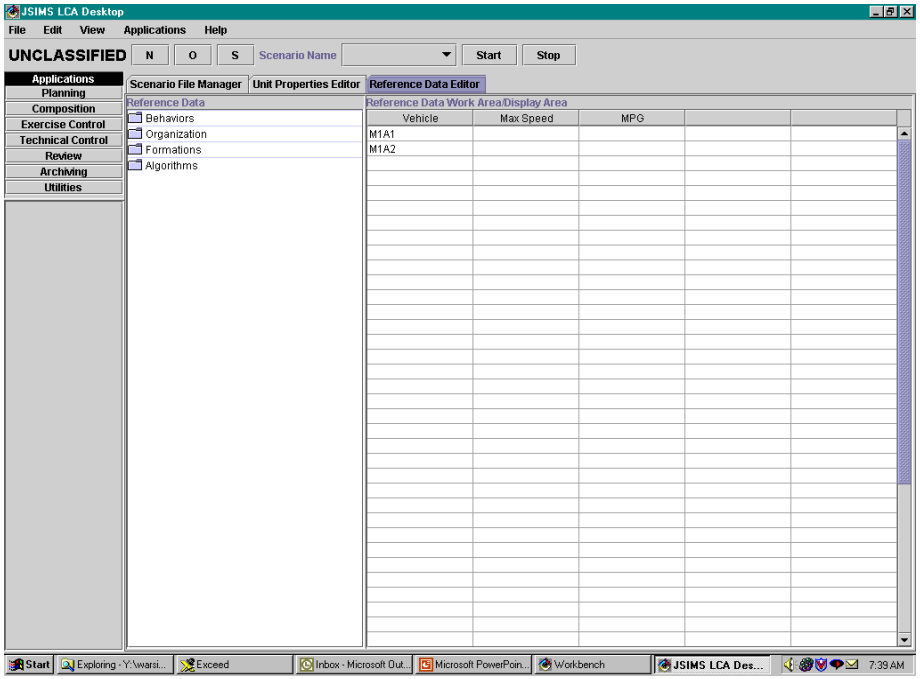



This tool is invoked from the Scenario Definition Editor. It can be started by either selecting a task organization and selecting open on the context menu or by double-clicking on a task organization element.

# Unit Properties Editor:

The Unit Properties editor is available once the force structure has been established for an exercise. The main objective of this GUI is to provide a quick way to edit the properties (unit, equipment, supplies, and personnel) of each unit. The GUI contains a tree structure on the left and a tabbed table structure on the right. The tree structure on the left contains a hierarchy of the units to have their properties edited.

Even though this is a tool invoked after the force structure is created, it does allow editing of the unit structure via a popup menu containing items such as cut, copy, paste, and delete.




This tool is invoked from the Scenario Definition Editor. It can be started by either selecting a reference data and selecting open on the context menu or by double-clicking on a reference data element.

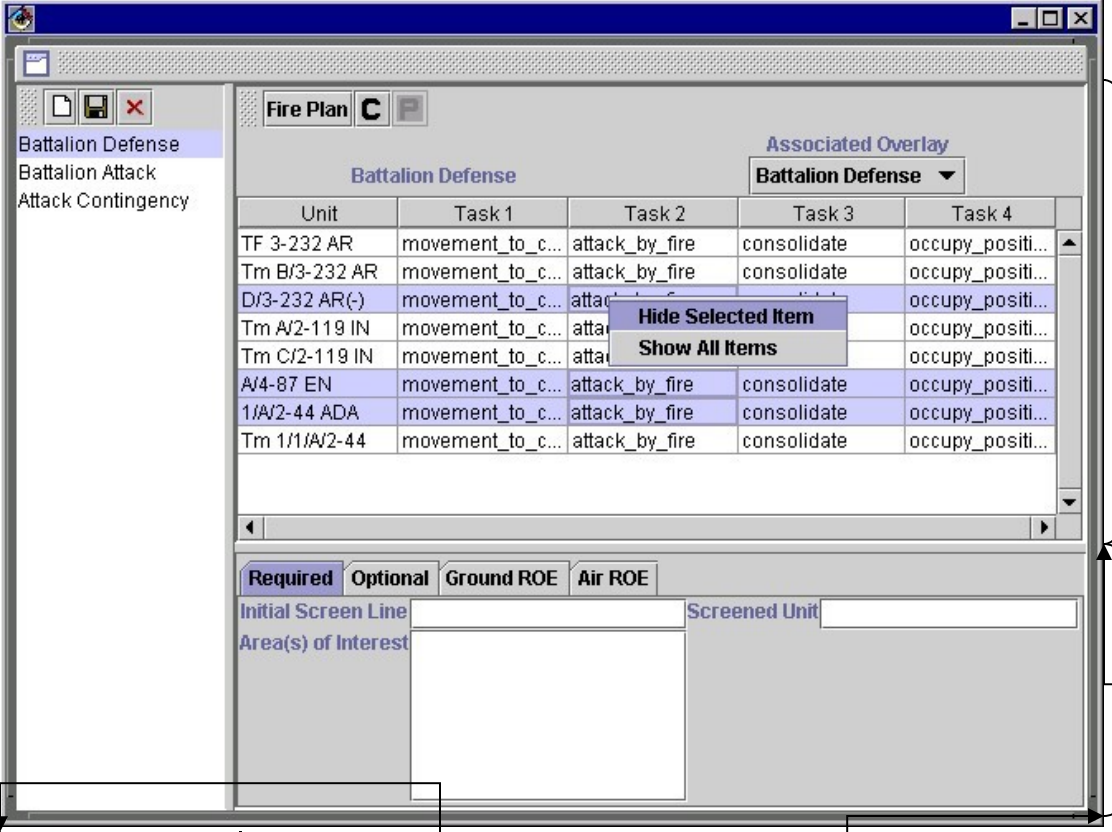
# Reference Data Editor:

The reference data editor is a tool which allows for the mass editing of reference data. As of now, the reference data is separated into the following categories:

- Behaviors
- Organizations
- Formations
- Algorithms

Each of these categories is represented by a folder in a Tree structure on the left of the GUI. These folders can be expanded to show each of the reference data tables. When a table is selected, its structure and data are show in the table on the right side of the GUI. The data can then be edited and the changes are save immediately.

# Order Construction Tool

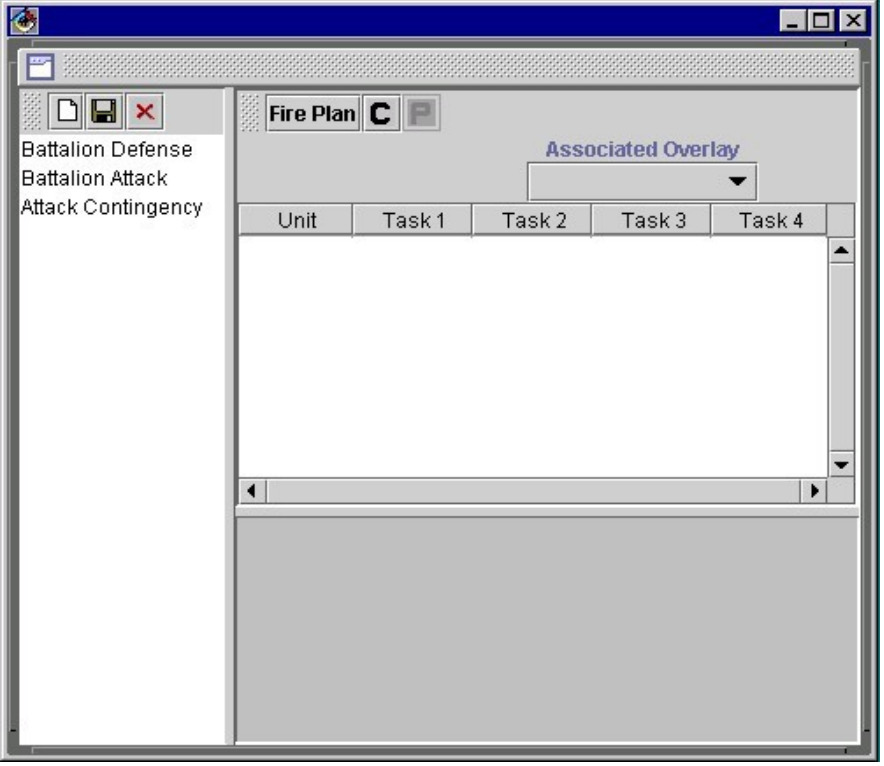


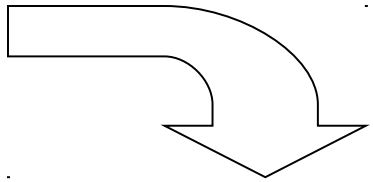

Tool Location Invoked From:
- Exercise Control

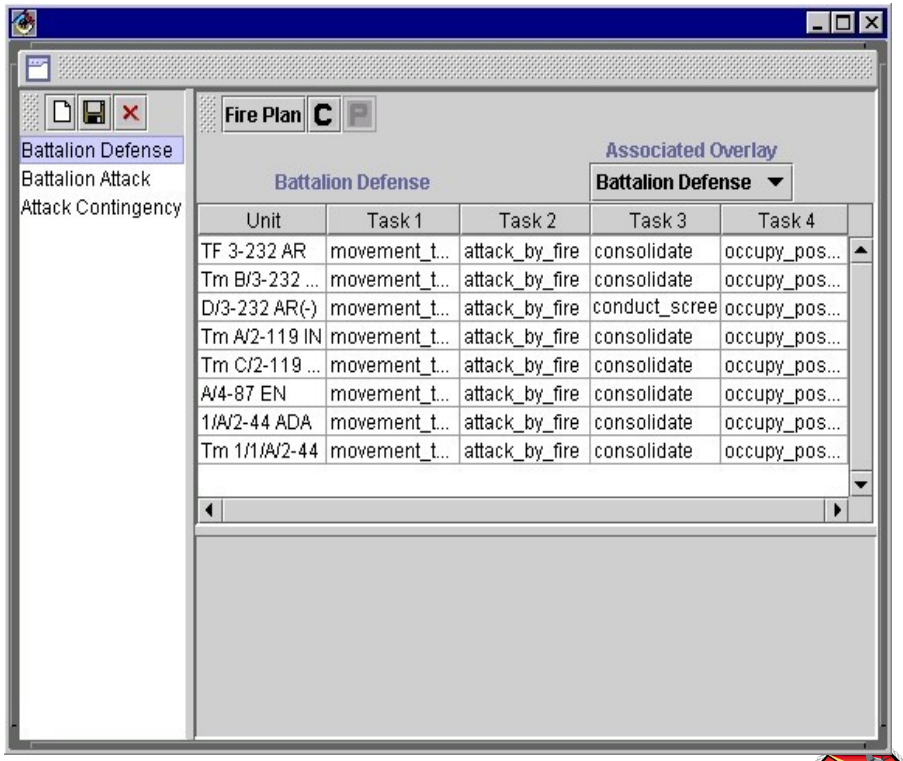
- Displays the name of the selected order, the overlay associated with the order, and the execution matrix
- Allows the controller to build the execution matrix for an order specifying units and their task to perform, and triggers for performing the tasks.
- Allows the controller to select the overlay to be used with an order.
- Allows the controller to filter the execution matrix by hiding a unit's task data.
- Selection of a task in the execution matrix loads the details associated with that task into the task parameters window below.

- Displays a list of all orders being used by a Unit Controller including: orders being executed, orders constructed but not sent, and orders being constructed.
- Allows the controller to create new orders and select existing orders to view, modify or delete.
- Selection of an order loads the data associated with [illegible] the adjacent

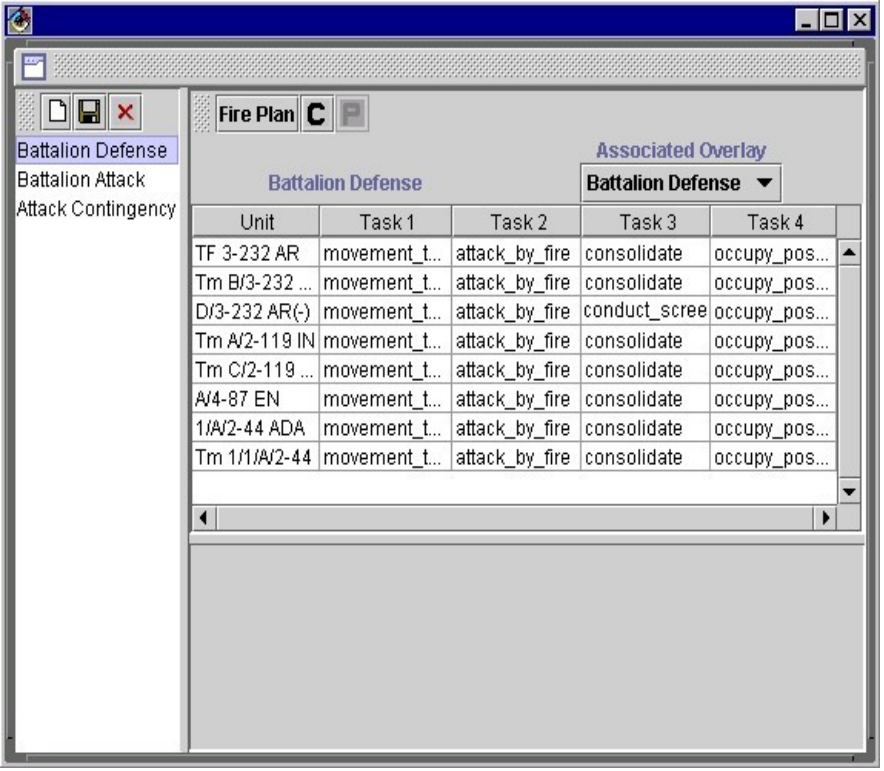
- Allows the controller to view/edit the particular data items of a selected task, or to enter the data items of a new task added to the execution matrix.
- Data items are divided into required and optional items allowing the user to fill in the minimum data necessary
- This window is data driven (dynamically constructed based on the parameters

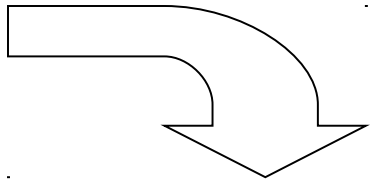


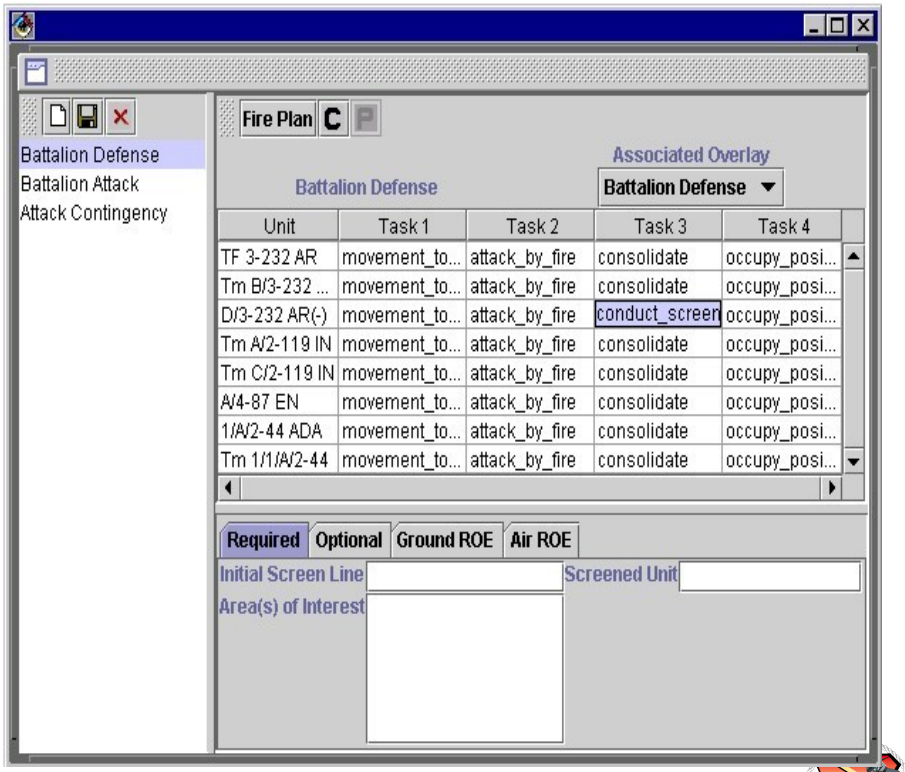






User selection of an order from the list loads the window with the selected order's name, associated overlay and execution matrix.

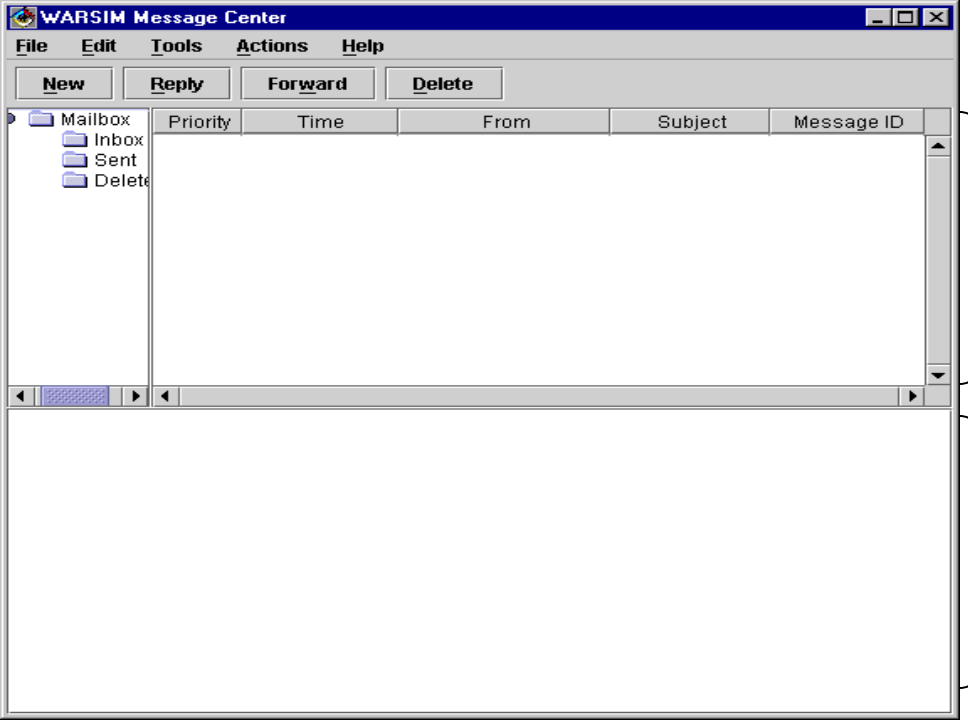





User selection of a task from the execution matrix, or the addition of a new task, invokes the GUIPlayer to build the task parameters box based on the particular task (i.e., there will be different screens for each task type, with common input fields represented similarly in all).

8/29/99 updated




Displays a list of messages with header information

Displays the content of the message

# Message Center:

Tool to allow WARSIM users to receive, send, forward, reply, compose, and view messages. These messages will be sent from/to automated units and the Training Audience.

Tool Location Invoked From:

- com.jsims.warsim.ui.mc

# QUESTIONS?

This presentation can be viewed at the
LCA Forum website @ URL: http://www.jsims.com/sdt/lca